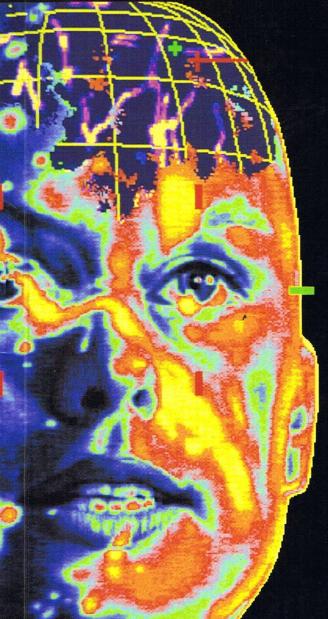
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For the Super Nintendo™









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- **F** Crammed with the latest hints 'n' tips
- The 60 hottest Super NES games
- 7 100s of wicked cheats and neat shortcuts

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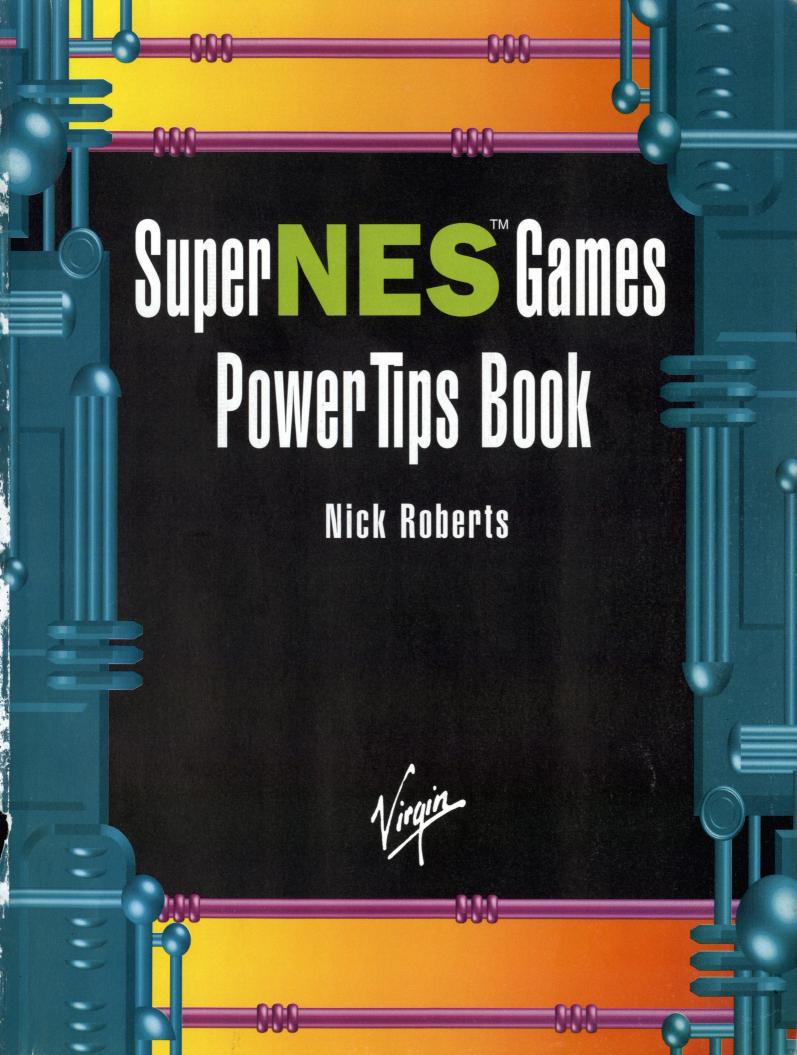
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POWER TIPS

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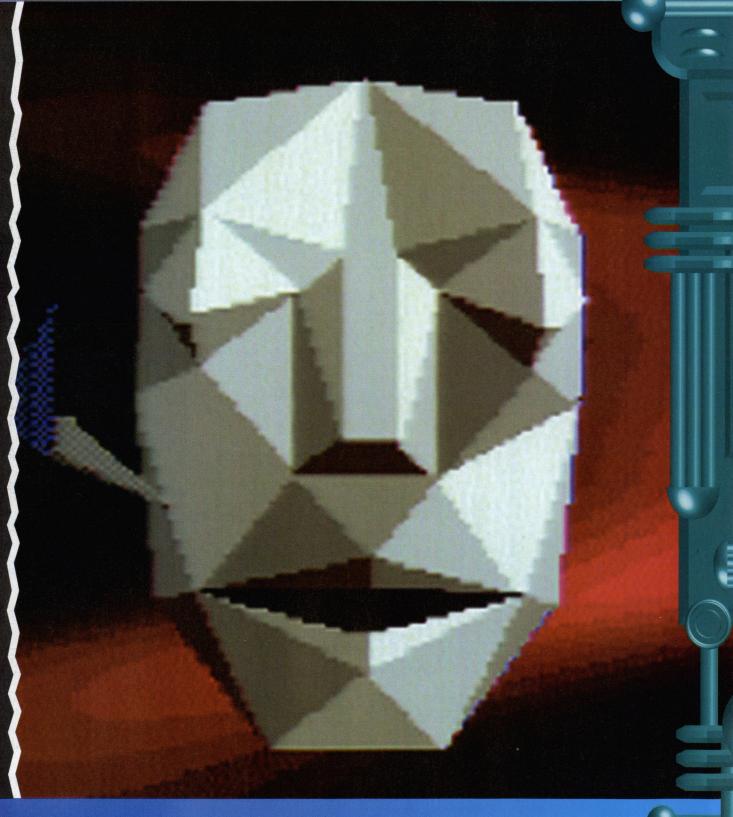
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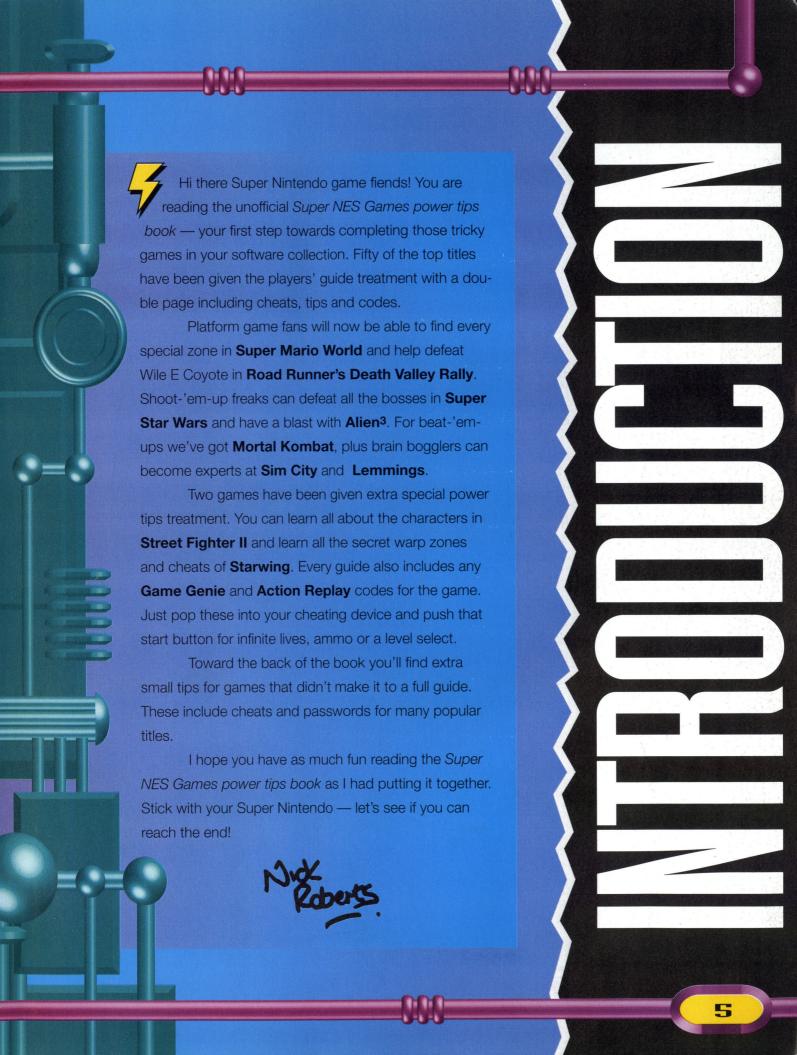
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POWER TIPS

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aking the part of Gomez, you search the Addams' mansion and grounds for missing family members Pugsley, Wednesday, Granny, Uncle Fester and Morticia. They're all held captive in different parts of the house, and Gallant Gomez is armed only with a bounce attack, golf ball, and sword power-ups!

Increasing lives

You start the game with only two hearts, each allowing you to take one hit, and five lives. Here's how to shorten the odds...



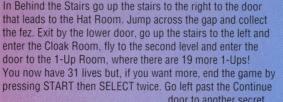


From out front of the mansion run left, until you reach the hangman's scaffold and noose. Climb the rope and you will see a flying fez; jump to collect it. Press the A or B buttons repeatedly to fly.

Fly up to the left to collect a shield for invulnerability and then right to the chimney. Land here and press DOWN – you are now in the West Chimney, where there are four 1-Ups to collect.

Enter the Hall of Stairs and move to the far bottom left of the screen under a staircase. Push up on the pad to enter Pugsley's Den – in here are three 1-Ups.

here are three 1-Ups.
Move to the top left
corner of the room
under the Stop sign and
push up again – a secret
door is revealed
which leads to
Behind the Stairs.



door to another secret room where there are four more 1-Ups.





Take heart

The only way to survive hits is to get the large heart containers. The first is guarded by the Giant Budgie on top of the old tree.

From the Hall of Stairs go up one flight to the left and enter the door. Move to the left until you get to the tree. Cimb to the top and jump on the guardian's head.



From the Hall of

Stairs go into the kitchen. Go left through the pantry into the freezer, through Penguin Problems and Slippery Slopes to the Snowman. A useful tip – jump straight up and you will land without skating. To beat the Snowman, keep an eye on his attack pattern. Attack him as he re-forms. Do this and you'll receive a second heart and password.









Family gathering

Wednesday is captive in the crypt. To defeat the ghastly goblin, use the two blocks in his room to bounce on his head as he reaches the lowest point on his pattern. But beware - at the top of his move he drops skulls. Stay on the floor to avoid them.

To find Pugsley, go to the Game Room where you'll find a door to the next stage. Jump on top of it to find a hidden door to the toy box. go through the right door here to enter the rack, then on into the toy tower. Jump up to kill the right-hand guardian and then again to climb through a secret tunnel into the roof and the next level of the toy tower. Go through the right door and you will



be in the Play Room, at the end of which is the wacky scientist.

To dispose of this guy, use the ledges on either side of the room to pounce on his disembodied head. Duck to avoid his spinning blades.



There are no short cuts to rescue Uncle Fester. The long trail starts in the portrait gallery and progresses through 12 stages.

To get rid of the witch, bounce on Fester's head to get the required height and land on her. She swoops on her broom in a semicircle from left to right dropping fireballs. Once she's beaten, Fester rewards you with three 1-Ups.

To locate Granny, go to the kitchen and then to the right. Progress through all the stages of Granny's stove to the fire dragon. To destroy this creature stay out of the fire pits and close to where Granny is captive. Jump to avoid his fireball breath and land on his head when he surfaces from the pit closest to you.





Now free Morticia from the evil judge. Return to the Music Room

- the wall to the right opens and, going through main rooms down to the catacombs, you finally reach the Addams' vault, the treasury and the judge.

Avoid the falling gavels by placing yourself in the gaps between them, then jump up onto the highest platform when the judge is on the floor and bounce off his head.

GHASTLY CODES

After defeating the Giant Budgie- 1 extra heart - &191?
After defeating the Snowman- 2 extra hearts - ?191D

And the ultimate code which only the most desperate player should resort to - 11111. Enter it and you will have 0 live in your status display, but die once and you will have 99!

His pattern is: up (causes gavels to fall), left bottom (you attack), up (gavels), right (attack), straight down in front of Morticia (attack if you can) and he then repeats the cycle. See him off and you are rewarded with a neat end sequence.

Code cracking

Action Replay

Invincible

Game Genie Infinite lives

3CA0-AD07 49CF-D46F D961-07DD+D961-070D

Each \$ worth \$25 Start with five hearts

Joypad controls

Up **Allows Gomez to climb** and enter doors

> Left Gomez moves left

> Right Gomez moves right

> > Down Gomez ducks

🥿 SUPER NINTENDU SELECT START

[L] — Gomez moves fractionally left

[R] — Gomez moves fractionally right

[X] — Throws golf balls/ lunges with sword

[A] — Jumps

[Y] — Throws golf balls/ lunges with sword

[B] — Jumps

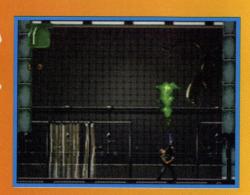
[START] — PAUSE

[SELECT] — NOTHING

SHOOT EM UP

usting prison complexes on a backwater planet infested with psychopathic parasites? You'll need some serious help on this one!

Alien 3 has spectacular graphics and atmosphere. You get thrown in at the deep end, so here's a few hints to give you a fighting chance.



- Crossed Wires Several fuse boxes and junction points have blown in Waste Area #2, and it looks like total power failure is on the cards.
- Power Plus+ More short-circuited fuse boxes, this time in Bugwash #12 and Medic Bay #9.
 Bugwash is divided in two by a steel barrier, so you'll have to do the left side of it from the door in the top corridor, and the right side through Medic Bay #9.
- Closed Doors Alien Corridor #1 is getting out of control again, but if we seal the door from it to Weapons Room #11 they won't be running around quite so much.
- Total Control The blueprints show a one-door link between Corridor #1 and Waste Area #3. If you can seal this the aliens are trapped!

Those Vital Power-Up Rooms

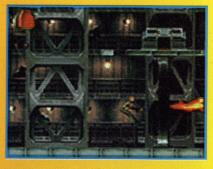
Ripley won't get far without knowing where she can replenish her weapons and energy. All icons return a little while after being collected (except the ones in Weapons Room #11), so you can go back and get them whenever you need to.

• As soon as the game starts, run to the right-hand end of Corridor #12 (the one you begin in) and into



There are eight missions in Alien 3, ranging from tough to nearly impossible. This guide reminds you where to go, with all the rooms and objectives. You can find out where the rooms are and what to do from the terminal on either of the main corridors, but that's time-consuming.

- Hunt Or Be Hunted The large black evil ones have cocooned several prisoners in Cell Block #3 and Cell Block #4. If you don't find 'em fast they're history.
- Pressure Point Multiple pipe fractures have been discovered in Mine Area #22, a serious threat to the cooling system.
- Heat It Up The Queen Alien has been busy, and if you don't fry all the eggs in Waste Area #3 and the Alien Corridor #1 it's gonna be alien city in there!
- Power Link-Up The computer's found an ignition unit in Waste Area #2, and it needs installing into the Mainframe at Assembly Hall #1.









Waste Area #2. Go right (using any necessary ladders and suchlike on the way) until you see the third fire-pit.

There should be a ladder going to the ground just left of it, and some eggs guarded by face-huggers. Go to work on them, then at the edge of the fire-pit jump right and hold Up, to swing from a horizontal ladder attached to the platform

Swing right, drop off, get the first-aid box, and go up all the ladders you can. The

right has a hole you can jump through, about halfway up. You're now into a really cool room containing three first-aid kits, some grenades,

steel barrier to your



and the totally superb blue flamethrower!

Sounds complicated, but it isn't really. Once you get the hang of Waste Area #3 you've got an unlimited supply of blue flamethrowers - you'll need 'em.

• From the terminal you start at, go right until you see the second ventilation shaft (the tunnels in the floor) and climb down till you hit the horizontal bit, then go right and down. You'll find a cool machine-gun clip, a medical box, and a standard flamethrower refill.

What To Use And Where

When in the tunnels, use the flamethrower to dispatch face-huggers on the floor and ceiling.

Fuse boxes, junction boxes and burst pipes are mended by kneeling in front of them and pressing the flamethrower button - Y. This activates your welding equipment, and a percentage bar, identical to your energy meter, appears showing how near you are to full repair. This takes a matter of seconds

When you encounter alien eggs, crouch down as soon as they scroll into view and use your flamethrower to fry them. You can inch forward while crouched and this way you can explode whole lines of eggs without the face-huggers jumping over you and "hugging" from behind.

It's safe to use the red flamethrower for this, because it's not much good for anything else.

Grenades are invaluable against the really big aliens; with a few exceptions one shot should do the trick.

The machine gun is only effective when the aliens are on the other side of the screen, so use it a lot when they are. At closer range the green and blue flamethrowers and grenades are more useful.

At the end of "Power Plus+" you get to meet the Queen Alien in Bugwash #12. This isn't as scary as it looks - the sprite is huge - but as long as you've got the blue flamethrower she's a piece of cake. If not, grenades will do but she's harder to hit with these.

As long as you remember to watch your ammo and energy bar, then return to get power-ups, the rest is up to you. Platform-jumping skills are an asset, and with a little practice Alien 3 shouldn't give you too many nightmares.



Joypad controls



- Cycle through status displays
- [X] Grenade
- [A] Pulse rifle
- [Y] Flamethrower
- [B] Jump
- [START] PAUSE
- [SELECT] Quit when paused

SHOOT EM UP

xelay is one of the hottest shoot-'em-ups.
Packed with fantastic 3D graphics and
some menacing looking bosses, it's one tough cookie. But it'll be a lot
easier once you've read these tips on the game.

The Illis solar system planets were once a very peaceful place to live, until the day a mysterious enemy came along and put a stop to all that. A huge battle raged for years and years until finally only one ship was left intact. That ship was Axelay!

Thousands of bloodthirsty alien menaces are ready to be put to rest and some of the toughest end-of-level bosses ever devised for a SNES are here to kick butt big time!

Axelay incorporates two game styles to create a fantastic shooter – the usual horizontally scrolling levels with multiple parallax backgrounds and a mind-blowing 3D extravaganza with a background that seems to be rolling around a massive drum!

Six stages make up the quest and they alternate between the two styles with no power-ups to get in the way while zooming about. After a stage has been completed the game moves to a weapon select option screen with a selection of skull-cracking missiles and lasers that increases in size each time you complete a level.

You can choose from deadly needle crackers, round vulcans, cluster bombs or a morning star to stop the alien infantry.

Lots of thought has gone into creating the animation techniques used in the game. This far exceeds many other blasting games. End-of-level bosses like the giant ED-209 (from the hit movie Robocop) lookalike and a fiery man who stamps out players with his hot hands will have shoot-'em-up fans drooling over their SNES!

This tips guide will show the way through all the levels and give you the low-down on each end-of-level boss before he has a chance to take a pot-shot at you.

Check this out...!



Level One

The first boss is a huge spider that blasts immediately you fly into the screen. Use the laser and any special weapons to fire at the blue light between his legs. After a few hits he throws out satellite ships. Move to either side of the screen to avoid the electric web, then get in close and blast at the blue soft spot.

Level Two

Stay calm as this giant walker approaches from the right. Aim for the cannon underneath the shell to stop him firing. Select the round vulcan weapon and aim at the white circle – get behind him if you can.

He walks towards you slowly, then unleashes a lethal beam. The best way to avoid it is to go over

the top of him. Keep moving left to make him walk towards you, then fly behind him and let the vulcan do the rest. He explodes in a spectacular burst of white light.



Level Three

This end-of-level boss has a serious personality problem. Shoot at the small squares on the outside of the hat with the straight laser. After you've shot them all, the guardian transforms into a metal-clad version. Dodge the blue lasers firing out of the ports and blast macro missiles at the small eye in the center.

Level Four

Welcome to the caverns. There are two paths available to you here; stay underwater whenever possible – it's much easier. Use needle crackers or straight lasers to bombard the red eyes. Keep on the move to avoid the energy-draining fire the sea monster blasts out of the purple port on top of its shell.



Level Five

This ugly dude rises from molten lava and is an incredibly daunting sight. Keep out of the way of his swiping hands and blast away at his body. After what seems like an eternity a green heart appears. Use macro missiles with your special weapon to make the big man crumble before your very eyes. Phew! I'm glad that's over.



Level Six

At last you've made it to the final level! Your palms are sweaty and your heart's pumping, but gather your nerves and let's go! Use wind lasers to fire at the two satellite ships on either side of the

mother ship. When the red eye appears, change to macro missiles or your strongest weapon and blast away.

When you've beaten this guardian, move on to the steel structure surrounded by the rotating rocks. This is a job for the wind lasers again. Position yourself so both pods on either side of the mother are hit with a single shot.

Code cracking

Action Replay

Change the last digit to change the amount of lives

7E1E620X Start from any level. Change X 7E033002 Keeps weapon selected even when

> hit by enemy bullet. Change last digit to change weapon

Game Genie

C2C5-DDDF Infinite credits
C2AE-DF6D+C28F-04D7 Infinite lives

After you've destroyed them blast at the center to reveal the next stage of the battle. Things start to get tough as you come

face to face with your arch-enemy.
Keep moving to dodge the fire coming from the middle of the screen. Select a strong weapon like macro missiles and concentrate your fire on the head of the frog-like thing. As you hit him, the metal coating is destroyed and he's left alone and defenseless. This is no time to develop a conscience; select wind lasers and blast away at the head until it explodes in a flash of white light.



Joypad controls

Up — Move up screen

> Left — Move left

Right — Move right

Down Move down screen



- [L] Weapon select left
- [R] Weapon select right
- [X] NOTHING
- [A] Special weapon
- [Y] NOTHING
- [B] Fire
- [START] PAUSE
- [SELECT] NOTHING

ARCADE

t's that wild and wacky character from the hit cartoon series again. You just can't get away from him! His first solo SNES adventure is an absolute scream!

Accurate Matt Groening graphics of America's cartoon first family and superior animation give Bart's Nightmare a genuine "interactive cartoon" feel. It's a scrolling, platform, arcade collect-'em-up adventure which shows off the SNES well, and not one you'll complete on the first couple of attempts!

Bart's in trouble with his teacher Miss Crabapple again, and gets stuck with a pile of homework the size of Homer's weekly donut consumption. But he decides to do his homework for once in a desperate effort to improve his grades. Away he goes, beavering away at his Springfield history and algebra between cheeseburgers – but our underachieving ten-year-old eats so much he falls asleep, and the Cheddar sure helps him dream ...

Oh no! Bart raises his head from the table just in time to see his homework fly out the window onto the streets of Windy World. Bart's mind has created a fantasy nightmare land, populated by some disturbingly familiar characters. Enter the gamer, who'll have to help Bart recapture the sheets of missing homework.

Bart will encounter some real weirdos from his inner psyche – walking mailboxes, maniac buses, three-eyed mutant fish from the nuclear power plant, Lisa fairies hellbent on turning him into a toad, and a gang of scary bullies from school. And watch out for the deranged granny who wants to kiss and smother him to death!

There are eight pages of homework, each with its own subgame. Bart is one wacky, screwed-up kid, and you're going to need all the tips we can come up with to get through Bart's Nightmare.



Windy World

First, some tips for the high street. This horizontallyscrolling section of Windy World can be dangerous, but it must be mastered – you return here to get each of the papers between subgames.

If it moves, avoid it! Watch out for the bullies until you've collected a few cans of soda. Then, when they march you off, press X and you'll burp – scaring them off. A piece of paper will appear and all you have to do is jump on it to enter a subgame.



Bartzilla

Bartzilla is a bit slow, so you have to be extra fast with your responses. Only use your laser eyes and fire-breath when you need to (when there are tanks/copters about). Don't use too many different moves – the buttons can become confusing. Keep going and you'll get shrunk, and find yourself climbing a building. Move left and right to avoid things that people throw from their windows. Momthra will knock you down, but persevere and you'll reach the top. At the top, move left and right to avoid the big ape's fist, and as soon as you get near enough electrocute him.

BARTZILLA CONTROLS

Movement is all automatic, so there's no need to use the pad

- X Laser straight ahead Y Nothing B Lasers at ground level (for tanks)
- A Lasers at mid-level (for trains and some 'copters)



Itchy & Scratchy

Grab the plunger as soon as possible, and stand at the top of the screen. The two evil pets will still find you – but it gives you more time to press the attack button. If things get real tough you can always jump onto furniture and take a breather, but this gives the baddies a chance to accumulate. Other than that, just KILL EVERYTHING!

Bart's Bloodstream

Pump the first few bacteria you see, and a page will appear near the top of the screen. After this happens, every time you waste a germ a little guy in a stetson appears. This is Joe Fission. Try to collect him by touching him every time he shows up. Do this a few times and you get your homework back. Sounds difficult, but it's not too tough!

Temple of Maggie

Jumping is automatic on this level; a tap on the control pad will send you one platform across in that direction. Watch out for the platforms with flames on — they disappear if you step on 'em. Also steer clear of the little blue devil (you can whip him to death), but platforms with giant eggs on them let you continue (if you can get to them before the bird gets to you).

There are two pages to collect here, so be very quick on the second half – blocks can disappear beneath you. This is a tough game ... one mistake and you're history.

IDAHO SIMPSON CONTROLS

Up — Jump up one platform
Down — Jump down one platform
Left — Jump left one platform
Right — Jump right one platform
B — Use whip

Bartman

Watch out for the rockets and Krusty balloons. Both can be shot but it's easier to dodge them, and you need to save your energy for the multiple bosses. When the bosses appear, shoot in the general direction of the character involved (but shoot the elephant, not Barney). The best route through the radioactive clouds is near the bottom. When you hear gunfire from the flying ace, move to the bottom of the screen and shoot him, then move up until you're above the plane to hit it on the second run.

Code cracking

Action Replay

7E013D02 Unlimited bubblegum

Joypad controls

Up Move up screen –

> Left — Move left

Right — Move right

Down Move down screen SUPER NINTENDO

ISTREMENDATION STRANGED

SELECT START

[L] — NOTHING

[R] — NOTHING

[X] — Burp

[A] — Spit melon seeds

[Y] — Blow bubble

[B] — Jump

[START] — PAUSE

[SELECT] — NOTHING

000

sudden fashion for black suits and pork pie hats can only mean one thing. Those famous soul men are back in town – it's the Blues Brothers!

This game is based on the 1980 hit movie that brought John Belushi and Dan Aykroyd to international stardom and showcased celebrities from John

Lee Hooker to Twiggy.



Taking the part of either Jake or Elwood in one- or two-player mode, the gamer's goal is to make it to the next concert by completing each level. They include the Hill Zone, the Chains, Sewers and the Fence; all repeat after a while, but second time round

they have more traps, including wild dogs, lawnmowers and killer bees.

Players collect classic R & B records and power-ups to turn Jake and Elwood into musclebound heroes.

A mission from God

On each level there are many records to collect, which can be used as weapons against the bad guys. Fire them as you would a gun; and don't worry if you run out, you'll find supplies on other levels. Other useful power-ups include fancy cakes in some levels, which enable the characters to jump to greater heights than normal.

Jake and Elwood can also clear ravines or bad guys by bouncing on the giant red toadstools – but watch out for dangers throughout the game!



Detroit concert

Although this level is not too hard, it's a good introduction to the Hill Zone. Practice moves such as jumping, ducking and shooting, so you'll be prepared for the real bad levels.

The worst things to watch out for here are the platforms on chains: once you leap on the first, you'll have to wait for the next platform to swing around and then jump on it.

On this level, like some others, small jukeboxes make you invincible for a short time. So get moving – they can help you through the spiked balls on chains to reach the big jukebox at the end of the level.

On later hill levels you'll find red toadstools around the place. Use these to bounce up to inaccessible places that contain extra records and lives. There are also concealed platforms, usually hidden in treetops, enabling you to bounce from one tree to another. Later threats include mantraps, snails and angry lawnmowers that can be captured and thrown at other enemies.



Dallas concert

The hard part on this level is controlling the strange flying dragon. Wait until he flies above your head, then leap onto him. You'll be able to control the dragon and maneuver him around the crates and electric fields. Remember that the dragon can touch the crates and energy fields but you can't. If you do, you'll fall off the dragon, and probably die rather than land on any crates.



Witchita concert

This is tough at first. The biggest challenge is leaping from chain to chain with enough height to clear the electric force field above and below, which will kill you instantly if touched. The best way to practice is to let go of the buttons as you grab the first chain, and you'll stay on the chain. If you stay about halfway up the chain and then leap across, you should be able to master the leap.

Watch out for the mantraps; they jump when you jump to stop you from grabbing the next chain, so shoot them before going any further.

Miami concert

This is not difficult at all, but it's a good preview of what's to come in later instalments of the sewer levels. Watch out for spikes attached to the walls and ceiling. You need to be very careful jumping, and get into the habit of ducking pretty quickly when you're on the swinging platforms below the spikes.





Akron concert

The problem on the fence level is that your vision is slightly obscured by a huge fence everywhere you go. Proceed with extreme caution, keeping an eye out for the mantraps and vicious guard dogs. If you're on the step below the dogs and pull down, just throw them at another enemy to act as an extra weapon!

Joypad controls



DownJake or Elwood



[L] — NOTHING

[R] — NOTHING

[X] — Fire

[A] — Fire

[Y] — Helps Jake or Elwood travel faster than normal

[B] — Jump

[START] — PAUSE [SELECT] — NOTHING

huck gets a girl but, before he can even give her a kiss, she is stolen away from him by the evil Gary Gritter. Chuck decides to rescue her from Gary's lair – if he can...

Chuck Rock is pretty much a standard platform game but some of the bad guys are tough to get by. They include pterodactyls, squid, turtles and deadly mushrooms! There are no power-ups, although the boulders lying around can prove useful.



LEVEL 1

Level one should be completed without any major problems, so it is a good time to get to know how the game works and practice jumping and attacking methods. The most important is the flying kick.

To get the orange crocodiles moving pick up a large rock and stand on the left-hand side of the croc; throwing the rock onto its head will make the croc act like a seesaw and catapult you to the platform above. There are a number of simple puzzles like this through the game.



RASPING DINOSAUR

The first boss in the game is easy. Jump down, pick up the boulder, get back up to the highest platform and throw the rock at the dinosaur. As he retreats, jump down and pick up the rock, then repeat the sequence until he gives up.



LEVEL 2

Level two is set in caves. There are lots of spider's webs and the spiders are in them, blocking Chuck's way; kill them off with a flying kick. Look out for the scary sludge, a strange creature which moves along the platforms and

then springs up to hit Chuck. The sludge can't be killed but you can tell when it is close – the earth appears to move. Give the small green snakes a quick belly-butt to unroll them, and they act as extensions to the platform.



SABER TOOTHED TIGER





Jump onto the top platform opposite the tiger, walk toward him and belly-butt him repeatedly. He will not be able to get an attack in and you can kill him with the loss of very little energy.



LEVEL 3

This level is almost all underwater, which gives you a problem right away. You must keep your air supply up or Chuck loses a life; you can see how much time is left by watching Chuck's face fill with water. The giant frog is much like the crocodile on level one; just jump on his head. The whale will act as a ferry if you jump on his back.



This boss is tough to beat; he fires bubbles from his mouth and attacks using his tail. You also need to keep an eye on your air supply. Aim for the stomach area and be patient - if you rush in, you will probably be killed.



LEVEL 4

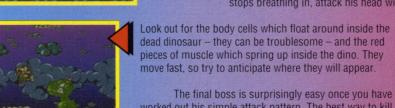
The pink dinosaurs in this ice scene make snowballs and throw them in your direction, fast. Dispose of the dinos as soon as possible. The other ones to watch out for are the dinosaurs frozen in ice, which come flying across the screen. Avoid them or use a jump kick on them.

Parts of this level are underwater, so all the advice from the last level applies here.

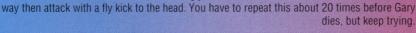


The woolly mammoth uses his trunk to suck snow from the ground and spits it into the air so it rains down on Chuck. Avoiding it is easy enough but

he will then try to suck you over to him with his trunk. Walk in the opposite direction and, when he stops breathing in, attack his head with a flying kick. Repeat this until he's killed off.



worked out his simple attack pattern. The best way to kill him is to jump onto the top platform and lure Gary into biting you. When he is committed, walk back out of his















Up

Left

Down - Duck SUPER NINTENDO SELECT START

- [L] NOTHING
- [R] NOTHING
- [X] Jump
- [A] Pick up rock
- [Y] Attack
- [B] NOTHING
- [START] PAUSE
- [SELECT] NOTHING

he easiest way to travel around the desert during a battle is by helicopter - but

nobody ever said it would be safe...

Set in the Middle East, action-packed Desert Strike is a flight sim with a search-and-destroy element.

There are four massive missions, each with smaller missions to complete. Throughout the campaign you'll have to destroy hidden radar sites, rescue or capture agents, and wipe out airfields, until you reach the final mission and destroy the evil madman Kilbaba in his hidden yacht.



MAN AND MACHINE

Your helicopter is equipped with a normal machine gun with limited ammo, some small rockets known as Hydras, and missiles or Hellfires. All these are limited, as are fuel and armor, so you must collect further crates of ammo, fuel, and armor. You will be warned when you're low on supplies. Also displayed on the map screen, which is activated by pressing START and then Y during a mission, you can review what mission you've done or your status by

pressing A. Find out what missions to do next by pressing B. On the left-hand side of the map screen and at the top are the amount of ammo, fuel, armor, and lives remaining, and your current load (there's a limit on how many people you carry).



CAMPAIGN 1 Air Superiority

First travel to the top of the desert perimeter by following the coastline, and find a burning aircraft with the pilot outside it under fire from enemy troops. Shoot the troops and hover above the pilot; a rope ladder will lower itself for him to climb. When he's on, fly to the first mission. Press START to activate your map screen. The first mission that flashes will be to destroy two radar sites; each installation has at least two missile and cannon

emplacements, which usually must be destroyed before you can go on. If you see troops in brown uniforms in enemy territory, rescue as many as you can and take them back to the landing zone marked with an X on your map screen. And to complete this mission you must rescue a secret agent.



CAMPAIGN 2 Scud Buster

First destroy the radar sites, then proceed to the jails. Blast away at each jail, rescue all four prisoners, and take them to the nearest landing zone. Next, the power station must be completely destroyed. The chemical weapons factory is an easier mission; it's not heavily guarded. In the fifth mission, to find the Scud launchers, you'll need to locate the Scud commanders, who reveal their location on the map. Five out of six Scud launchers must be destroyed before you can go

on. In the last mission, rescue the POWs; the prison is surrounded by arms and watchtowers which must be wiped out.



CAMPAIGN 3 Embassy City

Terrorists have taken over the embassy. First rescue the hostage UN inspectors, being careful not to shoot them when killing the enemy.

Next comes the biological weapons complex. Blow a hole in each of the buildings and capture the scientists in fours as they run out – deliver them to the nearest landing zone. Locate the underground missile silos using the copilot's auto-tracking and destroy them with Hydras.

Before rescuing the pilots lost at sea, at least six Hydras are required to destroy the speedboats which guard them. The power station is not heavily guarded, but go carefully. However, the madman's yacht is more difficult. Don't let more than five prisoners drown, or it's back to the beginning. Also, do not carry any other passengers. Kill the soldiers, take out the speedboats, then blast away at the yacht. Once you've rescued six prisoners,

fly back to the nearest landing zone before rescuing the remaining five.

The next mission is to capture the enemy ambassador. He is well guarded by missile launchers, so fly past and take each one out bit by bit. The final mission of this campaign is the embassy rescue. Drop your pilot off at the embassy and let him take over. Fly off, destroy as much as you can, and collect supplies. Destroy the doors in the front of the bus and it drives away; protect it on its perilous journey.



CAMPAIGN 4 Nuclear Storm

This level is set at night-time. First, protect the oil fields – the best way is to tackle the tanks head-on. In the second mission, stop the oil spill. The pipelines are well protected, so consider your best plan of attack. Next, bomb the shelters, but watch out for tanks hidden in the sand. Destroy the madman's supply of bomb parts in trucks – but he's also using decoys with hostages inside the trucks, so be on your guard. Check your status and the targets.

Take out the radar sites around the nuclear power plant before proceeding. Destroy the tanks in front of the

power station, bring the others into view and they'll destroy the station.

Now head for the presidential palace, which is very well guarded. Drop off your copilot, but be prepared – he gets captured. The last mission is to destroy the nuclear bomber, but you must rescue the copilot. Keep an eye on the madman and the copilot as they enter the bomber, fire at the middle of the plane and a hole will appear in the roof. The copilot will move out to the wing to be picked up.

Code cracking
Action Replay
7E00AC05 Infinite lives
7E00C302 Invincible

Game Genie
DDA5-AD67 Infinite lives
3CA0-AD07 Invincibility
49CF-D46F Each S worth \$25
D961-07DD+D961-070D Start with five hearts

Fire everything at the plane, but watch out for enemy tanks. You'll need two boxes of ammo.

CODES OF WAR

Level 2 3ZLHZTN Level 3 93ZHBRH Level 4 W8PP97Z Level 5 W4WSP37

Try these Game Genie codes to help you out

223B 07D9 Infinite ammo
4A68 04A1 Infinite lives
D063 A409 Fuel consumption x2



Joypad controls

The helicopter can be controlled from the cockpit, with momentum or from above



njoy classic platform action with Tops and Rex, the jumpin' Japanese dinosaurs.

There's one male dinosaur and one female, each with a small child strapped to its back, and the player can change dinosaur between continues. It's better to choose the female, as she fires arrows and can kill enemies from a distance; the male only has a puny punch.

All kinds of platform landscapes are here to be conquered. Grassy cliffs, ice worlds, roller coasters and giant rotating wheels need some practice — but these tips will help.



Stage 2

Giant dinosaur worms come out to greet you at the end of the stage. They pop up from left to right, and you can tell where they will appear by looking for earth moving under the dino's feet. Aim arrows at their mouths and they will be destroyed after a few hits. If you are punching, you can stand on their arms to hit them in the face.



Stage 3

The dinos get to ride a roller coaster – but the tracks can disappear! Watch the track beneath the car in which the dino is riding. If it looks like it might go off the screen or a danger sign comes along, jump to another car. Cavemen appear from below with spears; they poke them up under the car, so watch out!

On the rotating-wheel level, keep jumping from platform to platform to avoid bees and fire. Don't go diving for power-ups if it puts you in danger.

The end-of-stage boss is a Trampo Bird, which hovers at the top of the screen until the dino stands underneath it. Then it drops a trampoline creature – but using the trampoline you can jump up and hit the bird with punches or arrows. Only a few hits are needed to kill it.



Stage 4

This stage starts with a long passageway. When the dino is almost at the end, blocks start to fall from the ceiling. Bash these quickly, as a man will appear from the left with a crusher. Don't bother smashing all the blocks; just break enough to make space to jump over.

At the end of the stage the dino can jump out of the way.

The rotating wheel will now be slightly bigger than before, with different-sized platforms. The principle for completing this stage is exactly the same, though – jump from platform to platform and avoid all nasties.



The bonus stage now includes trampolines to jump from. Only eggs appear above the trampolines; all hearts and extra lives come along the bottom of

the screen. The trick is bouncing through the trampolines to reach the better power-ups.

A Pole Press machine has to be dealt with at the end

of the stage. It appears from the right, pushed by a large man.

Poles come out of the front; jump from them to hit the green eye

A few hits and it's all over... for now.





Stage 5

It's time for the dinos to go water-skiing. The ski has a mind of its own but won't start moving until it has been stood on once. Always keep an eye on the ski; it's no good jumping from a platform if there is no ski to meet you!

The rotating wheel now gets even bigger. Keep jumping from the platforms but watch for cavemen coming from above and below.

A large friendly dinosaur will let you take a ride on his head through one water stage. Use him exactly like the water-ski. Keep shooting to the right – birds can knock you off.





Fireballs from the Fire Birds can be a real danger. Shoot at their bodies a few times to stop their wicked game.

Stage 6

Getting through this stage is tricky but can be done with practice. The human rider is required. Jump off the dino's back, fall through the platform, and jump over the gaps in the floor, firing at fish to freeze them, then jumping from them

as well. Don't bother about the power-ups. It will be a bonus if you manage to collect them. At the end of the stage the human and dino will be reunited.

The moving platform stage is a pain in the neck. Jump from platform to platform to avoid going off the bottom of the screen, and keep out of the way of the cavemen.

Mr. Big comes out at the end of the stage – which is also the end of the game. He's a huge dragon who jumps from side to side and breathes fire. Use the human to hit him – he will then shrink,

becoming more manageable. After a few hits he will give up.







Action Replay

7E17310X Will give player 1 X amount of lives each time the Action Replay is enabled

7E16ED05 Tops up the Dinosaur to full energy if Action Replay is enabled.

For invulnerability, use with the code above

7E176305 Tops up the human player to full energy. For invulnerability, use with the two codes above

7E0DF063 Will set the time to 63 seconds while Action Replay is enabled

7E1F8CXX Will give a player XX eggs when Action Replay is enabled

Game Genie

C260-67F7 Infinite credits for both players

8269-DF90 Freeze clock, but must be switched off in bonus stages

C26E-6D2D Infinite plays for both players

6DA6-6D69 No damage from most enemies

C23B-A7F9+C232-67B1 No harm if swallowed by a monster

E66B-DFBE Rex jumps higher

EC8A-D793 Tops jumps higher

E622-DF22 Timmy and Jamie jump higher



You have now completed Dinosaurs. Well done – enjoy the end sequence where all the nasties scroll along the screen.



Joypad controls



Right Move right

Down



- [L] Release human
- [R] Release human
- [X] NOTHING
- [A] NOTHING
- [Y] Jump
- [B] Fire

[START] — PAUSE

[SELECT] — NOTHING

ragon's Lair is a classic title which started

off as a laser disc. New versions have appeared on virtually every home-computer format and the sequels include Dragon's Lair 2 and 3 and a sci-fi version, Space Ace. This is one of the original arcade adventures, involving platform-leaping and hack 'n' slash action, with some strategy too. It's tough!



In mystical Olde Worlde style, Dragon's Lair has hero Dirk battling to save Daphne, the damsel in distress. Fighting his way around the bad quy's castle, Dirk encounters giant snakes, demons, imps, monkeys, unicorns, and black knights.

There is more than one way to finish each level, and the harder strategies bring greater rewards in the form of gold coins. Collect 25 coins for a shot at the bonus stage.

The password "screen" is actually a subgame. There are five large coloured balls lying around a swamp, and to use a password Dirk has to find them, then push them into an underwater pothole in a certain order (that's

the password), all within a time limit. Very strange and very difficult.

Some routes around the castle require you to complete certain levels twice. And then there are the dastardly maze levels, where you carry a torch to see your way, creating a dark screen with a

spotlight around Dirk. Finding the correct route takes practice, and if you make the wrong choice you have to redo the level, and possibly the one before!

There are five end-of-level guardians. Lock horns with the giant snake, the giant bat-thing, the giant wizard's hat and the not-so-giant Singe the dragon. None of these are very tough - it's just a case of avoiding whatever they chuck at you and shooting them a few times. You must kill one of them to get a password.

Here are some tips to help on some of the trickier levels.







1: Location 1

Go right until you see the second sinking platform, drop down until you see another, then jump across twice. You should now see a seesaw and a weight. Jump off the boxes above the seesaw onto it, catapulting the weight onto another sinking platform, which will sink. Jump onto this, and then leap to the platform marked "exit".





2: Snake guardian

Stand just left of the snake and, as soon as he chucks a baby dragon (a round red thing) from his mouth, jump as high as you can, shooting him

Now turn left and shoot the baby dragon as he flies at you. Turn right again and repeat this process until the snake dies Jump from platform to platform to platform until you reach the top left of the screen. where another snake appears. Use the same



3: Location 3

Go right, swinging your sword; the moving platform should carry you to the exit.

4: Location 4

Run right until you drop into the water, then carry on right until you can go no further. Tap the jump button to surface, and you'll see an exit sign.

























5: Location 6

Get to the top right of the screen, and you'll see an exit - but ignore it! Jump onto the roof, and drop down onto platforms until you get to the real exit.

6: Location 7

Just be careful and go right a lot.

7: Bat guardian

Stand on a platform higher up than the bat, avoid his sonic attack, and keep jumping and firing at him.

8: Location 8

Gently push the first barrel you see off its platform, then keep going until you spy a second barrel. Shove this as far left as you can, right into another barrel which is jammed into the rocks. They will now explode, giving you a passage to the exit.

9: Location 9

Don't forget you can push trampolines as well as barrels!

10: Location 10

Jump to the right as far as you can, use the sinking platform, and drop off it.

11: Location 11

Get to the barrel above you, and push it right, into the water. Fall with it, keeping it next to the wall, and it should hit another barrel. Bang. Get to that exit!











Code cracking **Game Genie**

C389-64D4 Infinite shields C36A-DFAF Infinite lives C28F-A4D4 Infinite time

12: Location 12

Real tough if haven't got the solution. Move to the right-hand edge of the first platform, and jump right. Don't move, just jump right again and try to grab the rope, then pull yourself up it to the exit. Grabbing the rope is the hardest bit.

13: Location 13

Go down and right to the moving platform, jump onto it and get to the top right of the level. Go right until you see an exit, and step onto the sinking platform to get to the real exit.

14: Location 14

Go left until you can see the seesaw, and drop onto it. You can get to the tower from here, where you must nudge the platform just off the edge and use it to get across to the other side. Phew.

15: Location 15

Jump up the wooden beam platforms to get to the top, keeping clear of the walls. Quickly waste the flying wizard, and jump onto the green dragon, then onto the very top platform. Now go all the way left to that elusive exit sign.

16: Singe the dragon

Move right, bashing bats with your sword as you go. As soon as Singe's ugly green face appears, move forward a little, and hold down the jump and throw buttons B and either A or Y Singe won't be able to touch you, and his bats will just fly into your daggers. Keep this up and you'll have a flamegrilled dragon burger.

3B22-AD6D + D922-AFDD Jump higher DB8D-6404 Start with 10 lives 3C85-67D4 Hearts are worth nothing!

[X] — Slash with sword

[B] — Jump

[A] — Use throwing weapon

[Y] — Use throwing weapon

Joypad controls

Up - Nothing

Left - Run Left

Right — Run right

Down - Crouch/Duck



ADVENTURE

here is only one route to immortality – survive the horrifically tough challenges set by the gods. Only then will they reward you with the secret of eternal life.



The gods rule over a world like that of the ancient Greeks, but because of their cruel treatment of mortals they are widely hated. To change this they offer a grand reward to any mortal who can complete their deadly puzzles scattered throughout the world. The reward is immortality. You play the part of a Herculean mortal who must make the dreaded journey through the world. Armed at the beginning with a single firebolt, build up your arsenal and knowledge to complete each level. At the end of each challenging level, you're given a password so you can return to that level when you restart the game.

There are four levels, each split into separate worlds with puzzles to solve before you can

proceed to the next. You start at the city, where deadly foes must be faced – flying banshees, gremlin guards and deformed monsters. Flick switches to open doors, release concealed keys for treasure chests or uncover hidden bonus rooms to find extra lives, energy power-ups, treasure, and weaponry. You'll also find gems or flasks in your travels, which can be collected to gain bonuses or keys to another world.



Particular programme and progr

On the first world, the spinning spikes that rise from the floor can be deactivated by pulling a nearby switch. On the second level you'll face deadly snakes in golden pots. The snakes spit fire but when you destroy them they multiply, creating lots of smaller snakes that drain energy as soon as they touch you. To get rid of these you must be on a lower level than them, so you can shoot them.



At the end of certain worlds, the shopkeeper gives you the chance to buy useful items. Think carefully before you buy; remember money is limited. Good things to buy include weapon power-ups and extra weapons. Food can be bought for energy. Other handy items to buy are invincibility icons, useful on later levels, and extra lives, which will help you get a lot further than you would on the normal number of lives.





Here are a few hints to help you through the first world. The later worlds are much harder, but this should give you a clue as to what to expect later on.

World 1

As soon as you enter the world, walk swiftly to the right to pick up your weapon power-up. Directly after doing this turn around and blast the two-legged nasties that occupy the level. Be careful – they spit fire and drain your energy. Climb the ladder, then blast the next collection of nasties. Proceed right, jump off the platform, and blast the nasties. Pull down on the lever to deactivate the spinning spikes and clamber up the ladder, destroying the nasty at the top while you go.

Work your way to the right of the

screen, being wary of the two-legged creatures and the flying banshees as you go. At the far right of the platform you'll find a gold key which is needed to enter the special room near the top. Pull a lever to reach the key successfully. After retrieving the key move left and climb the ladder, but watch out for the banshees as you climb; kill them as soon as you can. Once you're on the next platform, destroy the usual nasties and play around with three different levers to uncover a treasure chest. When you've done this, collect all the treasure and walk to the ladder situated to the far right of the screen.



While climbing this ladder make sure you shoot the guardians outside the treasure room, then pull

the lever and enter the room. Collect all the treasure; you'll also be rewarded with a golden world key, which is needed to get to the next world. Climb the next ladder and blast the creatures; pull the lever down, leave through the door, and you've successfully finished the first world.



Depending on how many gems you have and in what order you've pulled the levers, you'll sometimes be awarded an extra life, so experiment a bit.

Code cracking

Action Replay

7E01DB0X X number of lives 7E0156FF Over 65,000 money points 7E0157FF More money!

7E015318 Unlimited energy

Joypad controls

When combined with [B]
button this enables a switch
to be flicked

Left — Walk left

Right — Walk right

Down



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — Jump

[Y] — NOTHING

[B] — Fire

[START] — PAUSE

[SELECT] — NOTHING

000

eter Pan may have come from the world of fairy tales and legends but this game is one tough challenge for even the most experienced players.

Captain Hook still harbors a grudge against Peter after all these years and has kidnapped the poor chap's children to force him to return to Neverland to rescue them.

Players take the part of Peter Pan as he swashes and buckles through twelve levels of forests, mountains, caves, a lagoon, and the pirate town, until he confronts his old adversary.

Some levels involve running along and jumping; others will need Peter to use the pixie dust to fly about making spiky floors and seas a doddle to overcome.

Here's a rundown on each of the levels showing the best routes to take...



Level 1

A nice leisurely introduction, but don't get a false sense of security. Get the pixie dust and go through the spikes for three lives. The duel with Rufio is a cinch. He charges from the right, so make sure you stay left. His attack pattern is predictable; duck low and stab him as he raises his sword.

Level 2

Make sure you get the power leaf found in the branches of the first tree. Go right, jump into the branches, and head left again. After getting the afficient right, watch out for bats at the bridge. At the and

leaf, continue right; watch out for bats at the bridge. At the end of the level, go to the top right, dodge acorns and boxing gloves, and wait for the boss. Hit him three times to move on.



Level

\$199850. PPVF 1188

Now it's off to the sandy cavern for the first maze section. This one gives you a chance to pick up lots of items. The magic sword is found at the top right of the platform before you reach the fruit. Get the pixie dust and fly to the top-left corner for an extra life. The exit is to the right.



This is a test of flying skills. The difficulty is in navigating between pixie dust icons before magic runs out. Get the first pixie dust and fly left and up for an extra life. Go right, below the first tiger, for another 1-Up. Continue right, picking up the dust and treasure. To kill the guardian, hover and wait for him to pop his head out. Move left or right, and stab. He can only take three hits.



Level 5

SETSESS PROFF CRAY LINE

This underground maze is full of hidden items. Go down and right through the teeth, drop into the sand and under the wall to the right for three lives and a leaf. Go up and right through the water. At the sign pointing to the extra life go right for a secret room containing a magic sword. Get the 1-Up, drop down and right. Grab the pixie dust and fly up and left to the exit.



Level 6

This level is in the ice kingdom. Move right across the platforms for an extra life and keep a lookout for another soon afterwards. The best tactic at the end of the level is to position yourself on the middle podium. Balloons home in on Peter Pan, so wait until they're above the ship, then jump away and stab.

Level 7

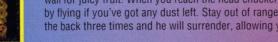
This is a peaceful fly through the forests of Neverland. There's an extra life and a magic sword to collect along the way; these are essential for later on.



Level 8

At the sign pointing down, go right for a 1-Up. Drop to the bottom and walk right through the wall for a secret passage, three lives, and treasure. At the pixie dust icon go left through the wall for juicy fruit. When you reach the head chucker avoid him by flying if you've got any dust left. Stay out of range until he throws his head at you. Stab his body in

the back three times and he will surrender, allowing you to pass.



Level 9

Take your time as you fight your way along the deck as there are pirates hiding up masts to throw bombs. The third room has a power leaf. To defeat the airborne guardian, move Peter to one side, then turn to the opposite side and stab the rider in the back. It takes a few hits.



Code cracking **Action Replay**

7EF7C103 Unlimited power

Turn AR off at the end of levels

7E1F1459

Unlimited time

7E1F0003

Unlimited lives

Game Genie 3CA5-D70F

Infinite power - if you fall switch off effects

A268-6F03

Stop timer

D066-0FDD

Start with three leaves

Level 10

Go up in the first room, right in the second, and down in the third to get the pixie dust. Move back to the previous room and leave through the upper-right exit. Now go through the top-left exit to get more pixie dust, then through the spike section and stock up

again. Use the left exit in the next room, then go left, pick up the dust, and exit at the top right. You appear on the deck of the pirate ship and are greeted by Fatty who will roll right and kill all the enemies. Run after him picking up the treasure and life.

sword to attack. When he lifts it, stab him! Repeat

until the coward runs away. The wimp!



Level 11

Here comes Hook! As he walks from the right, stay on the left and duck. His attack pattern is similar to Rufio's at the start of the game. After a couple of parries, he raises his

Hook soon comes back, this time with a

telescopic arm. Stay well away from him until he launches at you. Now move in close and stab. After the first hit, his hand falls off; a few more then his head falls off, and you've done it!



Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] NOTHING
- [A] NOTHING
- [Y] Fire
- [B] Jump
- [START] PAUSE
- [SELECT] NOTHING

666

hen there's a dangerous job to do – too dangerous for a human – it's time to

bring in the poor old Crash Dummies.

You may recognize the Crash Dummies from the popular cartoons in which the characters Slick and Spin get involved in crazy goings-on and end up having limbs removed in nasty accidents, but of course they're used to it in their profession.

The story starts when the Crash Dummies' creator, Dr. Zub, finishes a new invention. It's a superhuman T9000 Crash Dummy torso, but very top secret. The Doc is captured by the evil Junkman, a very unpleasant character with a fetish for vehicles, blood, and, of course, world domination. The only one who can rescue the Doctor is Slick, but he's got to do it before Junkman can use the T9000 information to create his own dreaded army and take over the world.



Don't Be A Dummy

The game is in the familiar platform/shoot-'em-up mould in which Slick races his way through a variety of tricky levels filled with nasties and obstacles. If he collides with any of these he'll lose limbs, but by picking up screwdrivers he can repair himself and regain his limbs. Obviously if he loses too many arms and legs, however, Slick is history. On the first level there are many varieties of nasties which will remove

limbs if they come into contact with Slick. The only way to prevent damage is to either jump over the foes or use weapons such as spanners to throw at the enemy, remembering that these are limited. More can be collected by picking up icons. Most icons will add to the score but A icons turn Slick into a balloon, allowing him to reach otherwise inaccessible platforms.

An icon in the shape of a thunderbolt can be collected; this speeds Slick up, making it easier to perform jumps and avoid nasties. Sprung platforms set

into the walls and floor can be used to reach higher platforms. At the end of each level there's a large springboard to move on in the game.



Bad Dummies

Here are some of the nasties and obstacles from the first few levels. Most of them appear throughout the entire game, so use the same method to kill or avoid them.



Mad Motorists

Watch out for these when scooting along the roads – you're attacked by corrupt Crash Dummies on motor bikes or in cars.

You can jump over them, which takes a bit of skill to do successfully



without getting hit, but the best thing to do is collect the spanner icons before and blast them. Watch out for the debris that's thrown from them when they explode.



Jumping Parking Meters

These are a traffic cop's nightmare; when you approach these formidable foes they either leap up in the air or leap towards you. You can blast them if you've got enough spanners, or you can try and be a bit clever and stand in one place for them to jump over you.

Wheeled Slicers

Be very careful with these; they appear on the screen extremely quickly and do quite a bit of damage if you let them. Memorize where and when they appear and then blast them as soon as they arrive. It's not

advisable to try to jump over these as they tend to double back and get you.



Wheel Throwers

If you notice wheels starting to bounce towards you, these things will be on their way. Keep jumping and shooting your weapon until you see them explode.

Falling Light Bulbs

Later on in the level there are falling light bulbs. You can either run swiftly underneath them or blast them with spanners, provided you've got enough left.



Toy Plane Throwers

Like the wheel throwers, you know about these before they actually appear on screen. You encounter toy planes that either fly head on or explode above Slick. The best way to get

past these is to blast them with the old spanners, or failing that pull down and fold up to dodge them - mind you, this doesn't always work, so take care.



Electric **Forcefields**

There's not much you can do to avoid these apart from leap on the platforms above them and stay on them until you reach the next safest spot. You can't destroy them; you'll just have to suffer them like a real dummy.

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] NOTHING
- [A] NOTHING
- [Y] Fire
- [B] Jump
- [START] PAUSE
- [SELECT] NOTHING

JUE

ac the caveman decided to go off III hunting, leaving his buddy Joe in charge of the village. But Joe took a snooze - only to be woken up by a gang of nomadic cavemen making off with the babes! The only way to get them back is by fighting through level after level of tough cavemen and dinosaurs.

Tyrannosaurus tips

- Use the flying pterodactyls as lifts to higher objects.
- · On the vertically-scrolling level where Joe is held by a red pterodactyl, keep moving

down the screen. This gives more warning of the rocks and bonuses showering down.

- On the fire levels, stop in the small gaps to let the boulders roll by.
- · Use stone wheels as a scouting party. They follow the contour of the land and kill anything
- Fire weapons throw only one fireball and explode.
- Up to four bones can be thrown at once, but they're not too powerful.
- Three boomerangs can be thrown but must be returned before they can go again.
- Wheels can be thrown two at a time and follow the landscape until they kill something.
- 1-Ups don't appear very often, most often in bonus screens.
- · A single drumstick adds half an energy point.
- · Double drumsticks add one energy point.
- Slabs of steak add two energy points.
- Watch for red eggs! When one is cracked, a red pterodactyl carries the hero to a bonus level. There are two types of bonus screen. One has meat falling from the air, which must all be collected without touching the ground for a 1-Up. The other has a collection of eggs, but only one can be chosen.

Nomadic nasties

The stages of the game are short but each has its own guardian, with unique attack patterns and weapons.

Tyrannosaurus Rex

This bully walks backward and forward, biting and snarling. Stand in the middle of the cliff and fire your most effective weapon at his nose.

Man-eating plant

Whatever weapon is thrown at this guy will be thrown back in triplicate while he uses his leafy stems as a whip. Seed pods

> are catapulted out of his mouth and create deadly smaller plants. Stay on the left and fire constantly at his head.





Pooteranodon

This buzzard swoops down on Joe or Mac twice, then comes from one of the sides. Eggs dropped from the air contain baby pterodactyls. Shoot constantly at both sizes to knock off the energy points.



Fishosaurus

These jump out of the water from the left and right of the screen. Repeated fire in both directions and the occasional jump out of their path will get you through this ordeal.



Ultrasaurus

This creature attacks first from the left and then from the right. He also moves across the bottom of the play area. Jump around and direct fire at his head. When his head appears in one of the corners he fires out piranha fish. Use the bones and get the correct firing angle to polish him off.





Woolly mammoth

This overgrown elephant stomps his feet and moves left and right, picking up rocks and hurling them in Joe or Mac's direction. Rocks also fall from the air. Stay near the left of the play area and direct fire at his nose with a long-range weapon such as the boomerang. When his trunk falls off it won't be long before he's dead.

Red pooteranodon

Use the playing method applied to the green bird earlier in the game. The only difference between them is that this one zooms along the bottom of the screen more often, so jump out the way.





Grey dinosaur

Stand underneath his head and shoot fireballs upwards. When his head starts to lower and move right, get out the way. He spits out a few obstacles - jump these but try not to bump into the dinosaur above!

Ankylosaurus

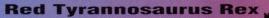
This bundle of spines rolls around the screen, stopping occasionally to show his vulnerable parts! Move to avoid him until he stops, and then you have only one shot at him. After moving around a couple of times, he will drop from the air in the center of the play area. Keep out the way! Watch his attack pattern.





Boneosaurus

When you hit this caveman-eater on his head either he explodes, throwing bones all over the screen, or his head becomes detached and tries to knock Joe or Mac off the platform. Repeatedly hit the head and jump out the way.



Stand underneath this beast shooting upwards. Avoid the cavemen and rocks and continue firing to send him to dinosaur heaven.





Action Replay

Mac unlimited energy Joe unlimited lives Joe infinite bone Mac infinite bone Mac infinite boomerand 7F085A93 Mac infinite wheel

Game Genie

Infinite lives 4AB2-6D07 Infinite energy DDE7-DFD7 Start with one life D9E7-DFD7 Start with six lives

DDE9-040F



Wicked demon

Deep inside the dinosaur's stomach lives a demon who flies about, sometimes splitting into two. When he prods the dinosaur's heart, rocks fall from the air. Twin giant plant heads also fall and must be disposed of immediately. Don't be fooled if you see the devil turn into Mac - it's only a trick! After a few minutes of battle, things calm down, but the demon will be back, this time with a blue tint. He will now use fireballs and fire rings to hit you. Stand slightly off centre and avoid the fire attacks. The end sequence is just around the

Joypad controls

Up High jump

Left Move Joe & Mac left

> Right Move Joe & Mac right

Down - Duck or fall off platform



[L] — Run

[R] — Run

[X] — Shoot

[A] — Jump

[Y] — Shoot

[B] — Jump

[START] — PAUSE

[SELECT] — NOTHING

SPORT

This football sim is so real you can almost smell that big ugly lineman coming on the pass rush!

So what do you do to come out on top? Well there's only one rule to this man's game and Al Davis said it best – "Just win baby!" Sound advice but how to go about it is a different matter, so all you budding "Broadway Joes" out there read on to find out what it takes to win that Super Bowl ring.



Percentage plays

There are a thousand and one things that can happen to your carefully crafted play once the ball has been snapped. So here are some good percentage plays which should pick up good yardage on offense and contain the guys on the other side of the pigskin when you are on defense.

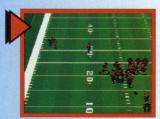
OFFENSE - passing



The most effective formation to use (if you've got a good quarterback and receiving corp) is the run and shoot. This puts all of your fastest possession guys as wideouts, providing a vast number of passing options, even fast utility backs.

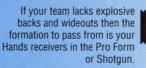
For first down yardage and maybe more, if you can break it down the sideline – Fast, Run and Shoot, Quick Outs, receiver

Y. If your opponent gets wise and tries to cover the outside lanes with a zone defense, go to receiver B over the middle.





Same formation but run a Circle pattern instead. With luck your opponent will figure you're going short and, if he bites, you can burn him for big yardage down the sideline to Y and again your check-out man should be B.







A great play is Hands, Pro Form, Rollout Pass, A. This is your possession back who comes out of the backfield against the motion. Hit him in the deep.



Another high percentage play for less than gifted teams is Hands, Shotgun, Flood Left, B. It takes a bit of practice to get the timing just right and it has the advantage of placing your fullback in the flat as a check-out guy.



OFFENSE — running

The most effective run formation is BIG – just as it sounds. You get all your 300 pound hogs and those tight-ends that are built like the side of a barn to block for those little guys who carry the ball.





All of the major running plays work from the BIG formation but for a little extra try Big, Goal Line, Half-Back Lead Right/Left. Going left or right depends upon your offensive line - run to your strong side.

Just when you've got the guy on the other pad stacking the middle of the defense, because you're gaining 4 yards a play on little trap and off-guard runs, use Big, Goal Line, Half-Back Cut Right/Left. Bounce that sucker to the outside and run!



Defense

Good defense depends on knowing where the ball is at any given time and recognizing the offensive formation and what is likely to come of that particular set. Common sense plays a big role too. It's a dead cert that on third and 10 the offense is going to pass the ball; by the same token in short yardage situations they're most likely gonna keep it on the ground.



The best standard defense to use is Nickle, Cover, Bump and Run, control a lineman, as the secondary all have specific cover assignments. You can always switch to another player when you see where the play is going.

You're more flexible on defense, in that you can move all of your players. Also a Read defense allows your players to react to the ball while your highlighted player can make direct progress into the backfield. So try this 4-3, Read, Tuff Bronco, take control of the inside linebacker and move him over to the weak side. Use a line surge and try to get pressure onto the quarterback.





Another good play from the 4-3 Read is the Jet Blitz. Again take control of the middle linebacker, take him back into the secondary making your defense look like a zone. Then move him back onto the line and blitz him up the middle; a lot of the time you'll get through untouched to the quarterback.

One of the better attacking defenses is the Red Dog - where both outside linebackers blitz. So try - Nickle, Read, Red Dog, take control of one of the linemen, but study their patterns so that you don't interfere with the blitz.





In those big second and third down passing situations use 3-4, Cover, Triple Zone, again control a lineman and switch to the man on the ball to break up the play or intercept the pass.

For the real deep stuff go for Dime, Cover, Prevent 1 or 2 and watch your secondary swarm to the pass.



Team Talk

This football sim really does take into account the strengths and weaknesses of individuals in the team. So one of the most important things to know is where your star players are on any given play. The easiest way to find them is to use the action replay mode.

Code cracking

Game Genie

DB30-D43A 9 timeouts for player 1 DB30-D74A 9 timeouts for player 2 3C3A-0FAD Infinite timeouts for both players

ves players up and cycles through options screens

Left ives players left and cycles

Right

ontions screens Down

Moves players down and cycles through options screens

[START] plays timeouts

[SELECT] — Activates action replay

Joypad controls

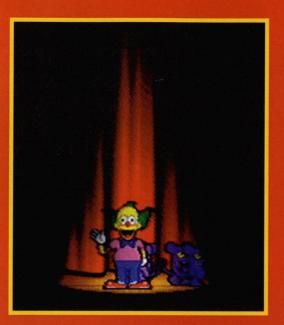


- [L] Line surge
- [R] Line surge
- [X] Hurdles, put up hands, false snap count
- [A] Spin, tackle, take time out passes to [A], audible
- [Y] Dives, passes to [Y]
- [B] Break tackle, cycle through players, snaps, brings up passing windows, passes to [B]

PUZZLE

he irrepressible Simpsons saga continues in a fascinating puzzler featuring the lovable

looney, Krusty the Clown.



Poor Krusty has a severe problem apart from having an unfortunate name and a completely uncool haircut, his Fun House has been overrun with rats. Unfortunately, these aren't your average run-of-themill smelly rodents; they're large stupid rats that need help to perform the least little task such as walking up steps. It's Krusty's unfortunate task to lay a precise path for these dopey rodents. Their demise isn't very pleasant. When Krusty has set a trail for them to follow, at the

end of their journey they either get electrocuted, blown to smithereens or flattened to pancake by a large hammer.

Each level has its own selection of nasties that make Krusty's job increasingly tricky. The basic idea is to collect a number of blocks scattered on each level and lay them in certain places for the rats to climb over obstacles until they reach the machine that'll send them to that little garbage tip in the sky. Before Krusty can leave each level he must exterminate every rat and also collect power-ups hidden around the levels under blocks in the form of handbags for points, hamburgers and ice cream for energy, Krusty dolls for extra lives, and custard pies for ammunition. All of these objects must be collected before Krusty





can leave. As soon has Krusty has left a room after ridding it of rats, the door automatically locks behind him; you then move onto the next room and repeat the same procedure. You also have plenty of help on each level from such as Bart Simpson, Sideshow Mel, and Corporal Punishment, who man the insane instruments of torture and execution throughout each level. At the end of each level, if all the rooms have been completed, there's

At the end of each level, if all the rooms have been completed, there's a gold door which leads to a much harder final room – complete this and you're through to the next level.



Room within a room

On each level there's a secret bonus room inside one of the normal fun house rooms. These are opened by kicking a power-up block in one of the rooms on that level. You'll know when you've opened the secret

room – when that block is kicked, stars will appear from the block. In the secret room you'll find a number of useful power-ups to collect but you must make the route around the room in a limited period of time before it takes you back to the normal room. Once you've left the secret room you won't be able to re-enter it.



The Great Rat Chase LEVEL 1 – Room 1

Seek out a blue block for the rats to use as steps. When they have been bludgeoned to death, jump on a block past the machine and leap onto the next platform; you'll find a small chamber. Be careful here — you'll have to shoot the snake, then kick the block at the left-hand side and collect the power-up.



LEVEL 2 - Gold Room

Climb to the top, then work your way to the far-right side taking care the laser cannons don't pick you off. When you've reached the other side, you'll see a large downward passage; you need to jump to the right and pull to the right on the joypad to enter a passage. If you accidentally fall below this entrance, you'll have to choose between two looping passages that both bring you back by the first laser cannon. As you enter the goal passage watch out for the two aliens and five blocks. The top block is the goal and the others are for points or energy. After this, go back to the entrance and Krusty will present you with a password for the next level.



LEVEL 5 - Room 2

The main problem in this room is the dripping water from the ceiling, but it helps if you bash out the bird. Another way of simplifying things is to climb to the top right of the room using the blocks, and walk on hidden steps in the shadows which will take you to a secret passage in the right. When inside, you'll find six jars and power-up blocks for energy and ammo. Use the jars to cover every blower in sight, then proceed to let the rats out.

LEVEL 5 - Gold Room

This is one of the toughest levels and is the final one to complete for the end of the game. You'll need a good supply of pies and super balls to make it through. First of all work your way up to the right, taking care not to be hit by too many drips, then jump on the first spring to reach the pies and energy. Above the next spring is the toughest enemy — an alien; it's advisable to save pies and energy with which to finish him off. The next tricky bit is the dripping water but to the right of the alien is an elevator and three power-up blocks — the block against the wall is the only one you'll need to complete the room and the game. Hit the block and run; there's another pick-up block hidden high on a cliff at the left-hand side which can be reached by using the spring. After this is all done, make a run back to the door. When you reach it you get a special message and a cool animation sequence from Krusty — and that's it, the end of the game.

Code cracking Game Genie

C265-0FA7 Infinite lives

D96B-D764 Start with five custard pies

DF6C-DDA4
Start with ten super balls

Action Replay

7E11A303 Unlimited Krusties

Joypad controls



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — NOTHING

[Y] — Enables Krusty to fire

[B] — Enables Krusty to jump

[START] — PAUSE

[SELECT] — NOTHING

ROLE PLAYING

THE

elda is the best adventure game on the SNES and really offers a good challenge

to even the most experienced games player. This tips guide is full of tips on all parts of the game and is designed to improve your skill and tell you what things to look out for without giving away parts of the story and spoiling an excellent adventure.

In the game there are a number of secret locations, here is a brief list of them.



Fountain of Happiness

The fountain of happiness is located on the island in lake Hylia so you will obviously need the flippers to get there. When you are at the fountain and are asked whether or not you would like to throw anything in, throw in some Rupees this will raise your happiness. When you have thrown in enough Rupees a faerie will appear and raise the number of BOMBS or

ARROWS you can carry. You can do this as many times as you like but make sure you don't run out of Rupees. You can finish the game without boosting any of your carrying abilities although having extra bombs in particular is very helpful when you are exploring a new dungeon.



Link's House

In Link's house there are three hearts to be collected. They are under the jars in the top left hand corner. The good thing about them is that when you leave they regenerate so if you are low on energy you can replenish all your health points before carrying on. It also saves having to pay for a magical potion to do the same thing.



Shooting Gallery

This is the best location in the game for getting extra Rupees. It is located in the Dark World so you need to be quite a way into the game to use it. Go to the village of outcasts then walk south and before long you should reach it. It costs only 20 Rupees to play and you can win a maximum of 124 Rupees in one game, this is a gain of 104 Rupees on just one go!

Shoot at the octopuss-like creatures at the back of the

gallery, the best tactic is to wait for the large gap before shooting as you will increase you chances of hitting the target quite a bit. It may take a bit of practice to get your aim and timing right but when you do you will find you can get loads of extra money which will really prove an advantage in the latter part of the game.



A LINK TO THE PAST



Smithy's Well

This is a very useful location, although you will need to have the magical hammer and magical dust to use it. Go to the Smithy's house in the light world and use the hammer to knock the stake by the well shaft into the ground this will allow you to drop down it.

When you are down there you will see that there is a strange red and green statue, sprinkle some of your magical dust on it this will make a small creature appear he will now reduce the amount of magical power you use by half. This will prove very useful as you go further into the game because more of the items require magical power to work.

Here is a guide to help you improve your fighting skills. Fighting is one of the key elements in the game which must be mastered if you are to finish it.



The Spin Attack

This is a very useful attack and should be mastered as soon as possible. When the spin attack is powered up Link can still walk around but he can't walk up or down stairs. If you are approaching an area

which has a number a smaller enemies in it, power up the spin attack

Then when they all attack you it will be much easier to kill them all in one go. The spin attack can also be used to good effect against the end of level bosses, it is much more powerful than a normal sword swing and therefore will allow you to polish off the boss much faster.



Using the Shield

The shield is a weapon which is usually forgotten about in so much as people will try and dodge shots rather than use the shield even though using the shield

is much easier and means you don't run into other baddies while trying to dodge the fire. It can only be used if you are NOT using the sword. As you progress in to the game the shield you are carrying can be powered up and made an even better defence.

The starting shield will deflect arrows and small projectiles. The next best shield is the red shield and will deflect fireballs and other similiar fire. The final shield is the very powerful mirror shield which will deflect any kind of projectile attack including the laser bolts which are very harmful if they hit you.

Code cracking

Action Replay

7EF3770G Infinite Arrows 7EF3930G Infinite Bombs

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] Bring up map
- [A] Use special weapon
- [Y] Use special weapon
- [B] Swing sword hold for spin attack
- [START] Bring up inventory screen
- [SELECT] Pause game

PUZZLE

emmings are lovely little creatures, with their cute faces, purple smocks and hurricane mops of green hair. Unfortunately they aren't the most intelligent of beasts, and tend to follow each other blindly, even off the edge of cliffs or into fire-pits. The little fellas are way too cute, and you can't just ignore their mass death, so save 'em, ya fool!

An interesting but useless tip is to hold down Up and Right on the joypad, then press Start for a sound test.

It's a sad fact that this is easier said than done, but these tips should see you clear to saving a few rodent hides.

There are 125 (!) levels in the game, so here's some help on the hardest.



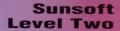
Sunsoft Level One

There are only four Lemmings on this level, but you only need to rescue one (good thing, as the others have to die in the process!). Timing when to use each of the three bombers is the key. Turn the first Lemming into a climber as soon as he drops from the sky, then pause and place the cursor over the fifth rivet on the floor, with Bomber selected. Un-pause, and as your climber steps on the rivet, make him a bomber. Make the second Lemming a climber, and then a bomber roughly halfway between the sixth and seventh rivets.

Now the tricky bit – make the third Lemming a climber, and then a bomber when he's (exactly) above the second-to-last rivet. This requires precision timing, or he'll explode in the wrong place and you'll have to restart the level.



Finally, make the last Lemming a climber, then a floater, and you're sorted!



As soon as this level begins, set the release rate (bottom left corner) to 80. Now make the first Lemming a digger on the right-hand side of the overhang so he tunnels down through the wall below. When the second Lemming walks over the digger, make him a digger too. You want his tunnel to widen the first Lemming's tunnel as much as possible. Keep doing this with all

Lemmings, so that the diggers form a slope. When the first Lemming from the left trapdoor reaches the right wall of the hole, turn him into a digger too. His tunnel should connect with that of the very first digger. After a while the Lemmings from the right trapdoor will have to fall too far (i.e. to their deaths!). So get a Lemming from the left trapdoor to build to the space under the right trapdoor, to save them.

It sounds complicated, but this is no easy level, and this method should rescue your 80%.





Sunsoft Level Three

Place the cursor on the top platform of the second box from the left (there are 20 boxes across the centre of the screen), let the first Lemming walk past, and make the second a digger. Make the third Lemming a digger when he's over the first box on the left.

The first Lemming will have walked to the right; make him a digger when he's on the ball, so he digs a tunnel down the right-hand side of the pole. Now put all the Lemmings in boxes. When the first Lemming gets to the far right box, make him a digger over the middle of the box and he'll go in there. Repeat with all Lemmings in separate boxes. Make the last Lemming begin digging directly above the double icicle hanging off the top platform. He'll keep digging, through the icicle, to



the floor. Use him to build across the acid pool, and then bash through the crystals to the exit. While he's building, let the others out, beginning at the right, by getting them to dig through the icicles under their boxes. You'll have to listen to find out when your builder stops building to make him a basher. Once the Lemmings are out of their boxes turn the Lemming that dug through the pole on the right into a basher, to the left. Freedom!

Sunsoft Level Four

Thankfully, a little more straightforward. Use one Lemming to build a zigzag bridge up to the exit, while a blocker stops the rest. Use a digger just to the side of the blocker, and he should drop then go free.





Make the first Lemming a floater, and turn the second into a blocker immediately the first touches the floor. When the first Lemming reaches the first small step on the right, make him a builder so he'll turn around and walk left. Turn him into a builder when he reaches the line to the right of the first step on the left. He'll stop at the first floating platform, so use the building method described above to turn him around, and as he reaches the edge of the first floating platform make him a builder again - he needs to build to the second floating platform. When he turns around, make him build halfway down the bridge so he gets to the platform just across from the trapdoor. Now build right, to reach the exit. Phew! Finally, dig a hole next to the blocker, freeing him and letting the rest of the Lemmings drop down onto the ramp, then to the exit! Way-hey!





Sunsoft Level Five

Climb to the top right, turn around and mine through the arrowed blocks, then ... sorry, but you didn't think we'd let you off that easily, did you? You're gonna have to work out the last level for yourself!

One hint – positioning is everything!

Here are the codes for the US version. Please don't use them until you really are stuck, because it's a shame to spoil this brilliant game!

		TAXING	MAYHEN
FUN	TRICKY		
SRDTPTP	MGQZMGG	PQFPTBP	XNMTWVD
MJDVLXT	LXSFDXB	BPLHRXL	KDTJQQR
ZBHPRLQ	ZRVXBWQ	CPZRSRV	VNTGWRB
GWSXMHK	NKVKRTB	SMSWSPW	SQDLCRR
NCDKKWG	GJWDHMG	DXCQKRX	JHQTCPD
CKWDRKV	DJCQQZT	MDGMJLV	RQXNVNP
HCBSMGV	JHSVCQL	WZWSDMK	CBWMMLG
JBKZQGS	RCHFGNN	HZBCFQM	LCVDQWL
MMDMKKX	BJWVRCQ	SPRPVHR	KDHWTJL
SKFKNNB	RFPZFBJ	BWCBKXJ	GVNKKJL
LXNLJCP	JKJBRMQ	WRFVJDL	DXCDGNH
MTPCTNP	MZDCDTC	GGBCXXS	GWJTPLW
PCLSRCP	ZVMQKXB	TTXQXQL	LNZNHWM
KPMDGXZ	ZZRHJPL	DCBBWNH	MZXZKZC
TLVKLSW	JFLKJPX	WCBLDQX	RWLTTCQ
HMHRSDR	JQXRNGJ	PFVFXCR	LGJCRKM
MFLFHSH	WFVHQQT	NKVCKDN	SQXKBZN
QXPKCHB	KWVBVJP	QPDDJFB	WXTBWCB
MWRTLNR	TTKLKZT	QBGBPSW	NPKNRKV
GMXCWPS	NNFFQPV	XLXJWNW	PZQWRGP
KBXNLPB	ZNXBKMP	JLHFSRF	DZTHVNL
DVJJBGM	QSLQWTJ	WCLJNNK	RMDTBFQ
LGSSCZL	BGFVMFR	LVFHHMM	FCSLSPK
MVGDKVX	PQZWDKM	MHNNCPC	RNHQXVM
LSQHCQS	SBCMSJS	RNMKXLP	LTGNDXH
SXRQMVR	BDGQRNX	XZZSDDN	LHLTDDW
PMQJPMX	XPPBQWL	BBTSGZC	HCBBKHV
DHBPTWQ	JHQSPRH	LXFLJPX	MWLGVQJ
BCXLWVV	GCLKJMQ	QKZVKFT	GSPQCRQ
FXWBBSL	SWRGXZM	WFCSHNT	ZTTGRFH

SUNSOFT STAGE

TPCWFMP WSJCLDX PVNRCMV HZSQQNV KCGHCNC

And for those of you with a European copy of Lemmings, you too can reach the later levels (if you're totally stumped, only!) with these:

FUN	TRICKY	TAXING	MAYHEM
FWKQCJK	SVZFJVM	LGJMTCD	KKXSKFK
TWXZKRM	BNLDXVC	BWNQXRZ	NNBLXNL
JPJXFVW	FNGWLWW	WGHQVRF	JCPMPTPC
KTJGTJK	RWHTQBK	NRQKFRC	TNPPCLS
HGNNNPX	GGVSQDZ	QRXZLSC	RCPKPMD
MLLBCPQ	RTWHNTC	VPGDDWR	GXZTLVK
XBVCKLL	PBMBPFD	HPKBCCX	LSWHNHR
JWGWBBK	GTGCDKQ	DSWLCTG	SDRMFLF
JJGKQPH	KSRXKVK	GWGSJHK	HSHQXPK
PWKZSXL	TBHLCRC	TNJVCGD	CHBMWRT
GGWWFXR	XVJKXBQ	XKBFSBD	LNRGMXC
JPVSDSC	TMRSZMF	VKKCSFV	WPSKBXN
QSPRKMK	CVSDHLF	SJKNWWS	LPBDVJJ
BXCHLQS	WXLBJBP	DQDGCBX	BGMLGSS
VDGQWSX	WZNFLWF	QTVGPTH	CZLMVGD
QGNLNFM	FVMTNWW	PFFFLPS	KVXLSHQ
DNPFNQR	VVDRGWD	BPNRSMC	COSSXRO
FQKKFHL	SRXBPPV	JLGKBCZ	MVRPMQJ
RMHDGBX	GRZHRPP	PCVKZVR	PMXDHBP
ZGBVCXV	XTMWFCP	QNWFKVZ	TWQBCXL
ZXBLWZK	FLMTVPM	NTHZDKK	WVVFXWB
HTLDXLB	KSGVVWK	XQZSRDT	BSLMGQZ
ZDGHTWD	ZBPPBXG	PTPMJDV	MGGLXSF
CFHXPSM	WHCHBQV	LXTZBHP	DXBZRVX
PZBXCXV	LHDPGNV	RLQGWSX	BWQNKVK
CWLGDPT	HVLXXTH	MHKNCDK	RTBGJWD
WDNLSMJ	STVNDPK	KWGCKWD	HMGDJCQ
WBZWWCB	JFTQVSX	RKVHCBS	QZTJHSV
WXRRTMV	SKKWSZD	MGVJBKZ	CQLRCHF
	SFLQQWR	QGSMDMM	GNNBJWV

And that's yer lot, folks! Use 'em wisely...

PUZZLE

The Lost Vikings is the best puzzle game to appear so far, offering excellent game play and a very good difficulty level. The graphics are also excellent and there's a great soundtrack to accompany the proceedings. Unfortunately the game is quite tough, and some less experienced game players may have trouble getting to see some of the later levels. These tips will provide you with a brief guide to the three characters and what they do best, plus a guide to some of the more troublesome enemies you will encounter.



The first thing to do is position Olaf's shield so that it blocks the fire shots. This will mean you can move the other Vikings up to the same level in safety.

With the wall destroyed, Baleog can now use his arrows to trip the switch and drop the drawbridge, allowing them to cross the fire-pit safely. While this is happening Olaf is still blocking those fireballs – they come thick and fast.





The way is finally clear, the wall is knocked down, and the bridge is spanning the fire-pit, so the Vikings can get on with their quest. Olaf still has to be careful as the fireballs continue to be fired out of the shrine. There are loads of

puzzles like this in the game; most are simple but some will need a great deal of thought. To help you with this, here is a brief guide to each character and the sort of puzzles they can solve.



Erik The Swift

Erik's main advantage is obviously his speed. Jumping is no problem at all to him and he can often out-run or simply jump over most enemies. He is the best character for working on his own as he is the most flexible and does not always need help from the other two, but throughout the game he is called on to play his part in the team. One puzzle which crops up frequently is Erik having to jump on top of Olaf's shield and then jump from this, giving him a little bit of extra height and thus allowing him to reach the previously out-of-reach ledge.

Baleog The Fierce

Baleog is the fighter and as a result is crucial to the quest; he carries a sword for any close encounters with bad guys and a bow for long-range combat. He can't run or jump so he is pretty much useless on his own but works very well in the team. The main task which he is called on to do throughout the game is kill all the enemies the three will come up against. He should be used in close conjunction with Olaf. Olaf will do the blocking of any enemy fire and Baleog should fire arrows from behind the shield's guard.



Olaf The Stout

Olaf is the man who stops all the enemy attacks. His shield will stop virtually everything. He can't run or jump, and is useless on his own. As mentioned above, his main use is to work closely with Baleog, making sure the shots from the enemy don't hit Baleog while he is firing.

So now you know a little more about each character and the sort of puzzles they will need to solve. You should be ready to get stuck into the game. Throughout the quest you will come up against some pretty tough enemies, so here is a guide to each and the best tactics to use in killing them.



Miniature Dinosaurs

These creatures are usually found roaming around the second level; they attack the Vikings with a vicious bite, taking a piece of energy every time. They are quite fast with their attacks and should be killed right away. If you position Olaf in the dino's path with his shield facing the oncoming reptile, he will start to bite the shield and won't move – this is your chance to use Baleog and

Snails

Found on level two, the snails roam around the platforms attacking any unwary Vikings. They are slow-moving, but you should still put Olaf and his shield in their path just to be on the safe side. They take two shots with the bow, so should prove to be no trouble. Make sure to avoid the green projectiles which they spit at you; these damage and are virtually impossible to dodge.



Green Blobs

These strange creatures are found on level one.

fire two or three arrows at him to kill him.

They fire green shots at you which do damage. They move very slowly and should prove no problem at all to kill. If you are quick enough you can kill them with Baleog without the help of Olaf's shield. They are good for practicing your combat skills for later on in the game.



Rolling Cavemen

Level two is where you will find these troublesome enemies. The rolling cavemen are very tough to dodge as they move fast. Set up Olaf with the shield well in advance or you may be caught out. When the

shield is in position, the caveman will roll into it and bounce off in the other direction.

As he is rolling towards you he will stand up every so often out of his roll for a brief second and this is the moment you should fire an arrow to injure him; he takes two shots to kill completely. Watch out though; when he hits the shield he will knock it back slightly, so if you have limited space be careful.



Joypad controls



- [L] Switch control
- [R] Switch control
- [X] Talk & flip switches
- [A] Use selected item
- [Y] Use weapon/ability
- [B] Use second ability
- [START] PAUSE
- [SELECT] NOTHING

BEAT 'EM UP

he genre of the beat-'em-up has long been dominated by one game, Street Fighter II.

But then along came Mortal Kombat with digitized graphics, spinetingling sounds, and all the gore of coin-op classic. Let battle commence.

Knowing which moves are the best to use with each character is the key to success in Mortal Kombat. Here's the lowdown on each dude in the game.



Liu Kang

Liu was once a member of the Lotus society, but left to represent the Shaolin.

Orange fireball: forward, forward + high punch.
This lets out an energy stream which is fast and effective.

Flying thrust kick: forward, forward + high kick.
Use this impressive kick when your enemies are falling and deliver a double hit.

Death move – scissor kick and uppercut: 360° rotation towards enemy.

This combination of powerful moves will send the enemy to an untimely demise.



Johnny Cage

This guy is a top actor who has taken time out from his big-screen career to use his martial arts skills in other ways.

Green fireball: back, forward + low punch. Use this move to send out a green globe of flame at your enemies.

Shadow kick: back, forward + low kick.
This is a tough kick which is best to use when enemies are walking towards you.

Splits: block + low punch together.

Best used in close combat to give a low blow to the enemy.

Death move – chest kick: forward, forward, forward + high punch.

The arcade game has a move that rips off the enemy's head but on the

SNES you get a deadly foot in the chest move.







Kano

This evil villain is a member of the Black Dragon and a vicious mercenary who wears a metal mask over part of his face.

Head smash: high punch in close combat.

The metal mask can be used effectively when up close to deliver a stunning head butt.

Roll: hold block, 360° towards enemy.

The rotation combined with the block release will send Kano flying towards the enemy.

Knife throw: hold block + back, then forward.

This will surprise them in close combat with a slicing low blow.

Death move – heart massage: down, down forward, forward + low punch. No heart-ripping antics on the SNES like in the arcades – Kano just does a bit of massaging for his foes – nice!



Sonya Blade

This hot fighter is a special forces agent who was on the trail of Kano when she was ambushed.

Force wave: low punch, back + low punch. To pack a strong attack, use this move which gives a wave of energy rings.





Flying air punch: forward, back + high punch.
A great move for knocking enemies out of the air.

Leg grab: down + low punch, low kick and block together.
For close combat, use this powerful throw to send them flying.

Death move – burning kiss of death: forward, forward, back, back + block.
The little she-devil blows a kiss at her opponents which will fry them on the spot.



Sub Zero

Use this to slide underneath many of the fireballs and trip up the dude who delivered it

Death move - shattering ice blast: forward, down, forward + high punch.

This guy's past is mainly a mystery.

All we know is that he's a Lin Keui ninja from a secret clan.

Ice blast: down, down forward, forward + low punch.

This cold blast will freeze enemies so that you can get a good punch in.

If you do a double blast, though, it will backfire on you.

Slide: down back + block, low punch, low kick together.



Scorpion

His arch-rival is the ninja Sub Zero so he's out to get his man at any cost.

Spear and cord: back, back + low punch. Throws out a spear to pierce the enemy and pull them in for a good hiding.

Teleport punch: down, down back, back + high punch.

When an enemy is flying through the air, use this to teleport around the screen and strike when they don't expect it.

Death move – bad breath of fire: hold block, up, up.
This is an impressive move. Scorpion rips off his mask and breathes fire, sending his enemies up in flames.



Raiden

An icy blast and a shattering kick does the trick.

This is no ordinary human. Raiden is the Thunder god but has taken the form of a mortal to compete.

Lightning: down, down forward, forward + low punch.
To show them who's boss, use this electrifying bolt of power.

Teleport: down, then up quickly. When facing a foe, use this to disappear and reappear behind them – a sneaky move.

Torpedo: back, back, forward. A flying attack to push opponents into the wall.

Death move – lightning strike overload: forward, forward, back, back, back + high punch. A death bolt of electricity that will make enemies sizzle on the spot.



Goro: The Mortal Kombat Champion

This multi-armed dude has been reigning champion for 500 years and one glance at him will tell you why. He doesn't have a large selection of moves to attack with but he definitely makes each one count. The best way to defeat him is to use the special moves to knock down his energy, and be incredibly lucky! It's not going to be an easy fight.





— Move right,

Down Combinations



[L] — Block

[R] — Block

[X] — High kick

[A] — Low kick

[Y] — High punch

[B] — Low punch

[START] — PAUSE

[SELECT] — START

ate one night a brilliant young scientist returns to his lab in the middle of a violent electrical storm. Parking his midnight-blue Ferrari in the underground garage, he hurries to the elevator. Inspiration has struck, and he thinks he has the solution to the problems that have been dogging his experiments in particle acceleration.





To test his ideas, he sits at his terminal and powers up the systems. As the hum of mighty generators fills the room, he completes his start-up checks and keys in the radically new test data. A searing bolt of lightning flashes to ground close at hand but he's so wrapped up in work that he pays it no heed. The blinking red system-warning light goes unnoticed too - but the lightning strike has broken into the mile-long acceleration chamber, diverting the flow directly to the control room.

The power levels rise rapidly to maximum. Too late the scientist realizes his mistake. and vainly tries to shut down the experiment - but an uncontrollable blast of supercharged particle energy rips through the control room and hurls him out of this world!

Alien nation

This is the first of a new generation of games for the Super Nintendo featuring stunningly fast and well-animated mapped polygon vector graphics. The puzzles range from simple to fiendish, and because of the linear layout all must be completed.



The world in which you find yourself is inhabited by menacing aliens. You must find a friend and escape back to Earth The first problem is on the first screen. As you move to the right, avoiding the snake-like creatures on the ground, you are confronted by a savage black beast. Run all the way back to the left, past the first screen and to a ledge with a vine hanging. The beast will follow you, so jump for the vine and you'll swing back right over his head. Keep running

until you meet a large alien. He'll shoot the beast - and then you! That's O.K., though. It has to happen that way for you to progress to the next stage. There is only one way to solve the puzzle, no matter how strange it may seem. But you'll soon get used to it.

You wake up in a cage suspended from the ceiling with an alien for company. Don't worry, he's on your side. To escape from the cage and free your new companion, swing the cage from side to side. It will fall and land on the guard below. Pick up his gun (you'll see where it is by a flashing light on the ground), and follow your friend to the right. He'll



of shields to protect him while he works.

Wherever you see one of these glowing walls, shoot your gun at it and it will recharge.





One of the trickiest problems is by the anvil-shaped rock. From the left side, fire a megablast at its base, causing it to tilt. There is a passage above and to the right; climb up it and go right, being careful to jump over the holes until you see the water above. Standing at the left of the screen, fire another megablast to burst the wall and release the dammed water. Now run as fast as you can to the left jumping all of the pits. Jump onto the rock over the left hole and you will be pushed up by a water spout.

The arched roof to the guard chamber on stage 10 is a real pain. Crouch so you can fire through the slit and watch the guard's reflection in the largest sphere. When it reaches the centre, fire – the sphere drops and wipes out the guard!

At the guard room on stage 13, the most important thing is not to shoot the guard who is busy dropping grenades at the top of the stairs. Erect a shield on the right-hand side of the stairs and shoot the wall by the guard. He will start to roll his grenades; wait until he drops six, then fry his ugly ass. The grenades blow a hole in the floor below which is vital for you to continue.





Game Genie 5E68-30A4

Gun starts with infinite ammo

5E86-49B2

Gun recharges with infinite ammo

5E39-313D

Almost infinite air supply for swimming

4DE6-11CD + 3DE4-404D

Jump farther

0DE6-11CD + ADE4-404D

Jump much farther

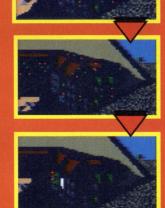
The huge battle tank on stage 14 poses

some problems, mostly because of the lack of time in which to figure out the controls. The object here is to escape, not stand and fight – even though there are lots of weapons to play with and buttons to press! As you enter the combat arena, all attention turns to you. The challenge is to push the buttons in the right order to activate the escape pods, and here's how

Spaced-out codes

Although we recommend that you die as often as possible to experience the great death sequences, you may still be having difficulty so here are the codes to allow you to skip through levels. But do make an attempt at playing through before you resort to them.

		the section of the se			
tage 2 password	HTDC	Stage 3 password	CLLD	Stage 4 password	LBKG
tage 5 password	XDDJ	Stage 6 password	FXLC	Stage 7 password	KRFK
tage 8 password	KLFB	Stage 9 password	DDRX	Stage 10 password	HRTB
tage 11 password	BRTD	Stage 12 password	TFBB	Stage 13 password	TXHF
tage 14 password	CKJL	Stage 15 password	LFCK		



Joypad controls

Up
— Move up

Left
— Move left

Right
— Move right

Down

- Crouch/move down



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — Fire, press once for normal shot, press for short time and release for shield and press hold until a large energy ball appears then release for megablast

[Y] — Run

[B] — Jumps

SHOOT EM UP

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hoot-'em-ups come and go but none makes a lasting impression like

Parodius. The game is basically a copy of Konami's Gradius but with wild and wacky graphics spilling out of every corner.

Each of the stages has a mid-level boss and an end-of-level guardian who put up a real good fight. Check out these tips on each of the beasts.



The end of this stage has a giant captain penguin with a very sensitive navel! If you wait too long the penguins that circle him come at you, so quickly shoot at his navel making him squirm. After enough bullets he lets you pass.



Stage 2

The end of stage two has an Uncle Sam bald eagle to deal with. Fire at his eyes to make his hat pop up and watch out for the laser rays he can use. After enough firepower he pops and ends up being plucked and really turns bald!



Stage 3

Dancing lips greet you at the end and send out teeth to chatter. Each pair of lips needs a lot of blasting but don't concentrate on one for too long as the teeth home in and destroy you. When the right-hand four have gone, the rest don't have to be shot – just avoided.



Stage 4

The fish can be avoided if you stay low down in the screen. The pink trees are a nightmare. They trundle along left and right in a set pattern so watch them for a while, then make your move.

Fat sumo pigs are just no competition! Blast away at his squidgy bits and he soon pops. Watch out when he stamps his feet, though, as he causes bits of penguins and tiles to drop from the ceiling.



Stage 5

The big dog ship is a piece of cake as it scrolls around all by itself. Just shoot away at anything that moves. A rear-firing power-up is useful underneath the beast, and don't forget to fire at his nose and mouth to make them explode.

Just shoot this native lady in the eyes from the left of the screen. This way you entice the large veined items towards you and can then quickly move forward to avoid them.



Stage 6

This pinball-style level has lots of whizzing widgets that circle around you and close in. If you blast away at their right-hand side you should be able to survive the attacks.

The heart of the pinball machine has a "Viva Core" beast with waving arms. The idea is to shoot straight down the middle of the beast hitting its heart, which causes a pinging sound. After a few pings it gives up the fight and explodes.





Stage 7

Pink and fluffy with lots of bubbles and fairies describes this level well. The fairies come along inside bubbles and circle around throwing darts. Something to watch out for is the single fairy with the pig's head! Blast the bubbles and watch the cutesy girls drop like stones!

Way-hey! This reclining babe throws out little piglets with nappies on! Fire at her face and she turns her head to show you she's been hurt. After much blasting she lets you pass and a single tear rolls down her cheek – ahh!

Stage 8

This is the one and only level where the ships get to go underwater, but how a penguin can breathe down there I just don't know! Try to get a good spray weapon to deal with the beasties.

The puffer fish at the end has a BIG surprise in store. You can avoid his spikes quite easily, but firing will make him expand until he fills the whole screen. Stay towards the left and fire constantly until he can't take any more and bursts.





Stage 9

Halfway through this creepy stage you encounter spinning umbrellas with skeletons throwing their heads at you on the ground. Let the umbrellas circle around you, then blast them as they come for their second attempt.

It's another end-of-level monster that just needs to be blasted away at the end of stage nine. The calm Japanese lady turns into a horrific head when blown away.

Stage 10

This is a level with lots to watch out for, so while you're gazing at the penguins with their heads on

fire and the sea creatures taking a shower you'll probably run into something and die! Just remember to keep firing.

The octopus washing his hair at the end is a right hoot! The bubbles are deadly so avoid them, but basically just blast away at his body until he can't take any more.



Code cracking Action Replay

7E00980X X
is the number of lives
7E1C680X
For extra options. Replace X
with number of options
7E1DB201+7E1C6602
Unlimited missiles

General tips

- For full power and options pause the game then press B, B, X, X, A, Y, A, Y, Up, Left, and Start.

 This can only be used once per stage.
- To become invincible pause the game and press L, R, Up, X, Right, A, Left, Y, Down, B, A, Y, A, Y, R, and Start.
 To quit invincibility (though I don't know why you'd want to) just use the suicide command.
 - For three Super Bombs pause the game and press X, X, X, B, B, Y, Y, Y, A, A, A, L, R, and Start.
- To commit suicide enter the Konami command. Pause and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start.
 - For a stage select and invincibility at the player select screen move the cursor to the Big Viper and press Up, L and X together and hold for fifteen seconds. The stage select will pop up. Choose a level and press Start.

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] Fire
- [A] Fire
- [Y] Select
- [B] Fire
- [START] PAUSE
- [SELECT] NOTHING

SPORT

000

olf games are few and far between on the SNES, but this ranks as one of the best.

With its lifelike graphics and sound it is as close to the real thing as you can get – which also means it's real difficult to win.



General Tip When selecting the club you want

When selecting the club you want to use, bear in mind that the computer always automatically selects the club which is right for the distance, but it does not take into account the ball lie and the wind conditions. If the wind is blowing towards you, you will probably need to go up one club, depending on how strong the wind is.

If you are in the rough you can't use a wood or a low-numbered iron – the ball could go off in any direction and probably won't go very far anyway. Shots on the fairway taken with a wood are always very risky because it is a very difficult shot to play. If you do need to use this shot make sure you don't hook or slice the ball as the effect will be greatly

exaggerated. Don't give the shot full power – this is also risky.

The caddie selection is not relevant to the game, so it does not really matter who you choose, but some of them come out with some very strange advice! The height-selection option gives a detailed overview of the hole you are on, allowing you to plan your shots much more accurately.

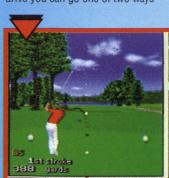
On the selection screen, opt for match – it's the easiest, because each hole is treated as a single set of shots, and dropped shots are not carried over.





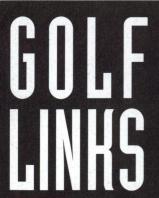
Driving

This is probably the most important shot of each hole. Screw this up and you could be in big trouble. With a drive you can go one of two ways –



13mh IEESHOI Mind Lie Exd

either go straight at the flag and hit it as hard as you can, which risks dropping shots but gives a chance of big gains; or take the safe route – hitting hard but using the fairway. It's a good idea to use the "draw" and "fade" option when driving – then you can bend the ball around doglegs or hazards rather than trying to drive over them.



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Fairway Play

The type of shot and lie here really depends on how good your drive was. If you followed the fairway you could have an easy shot to the green, or you could be in the heavy rough with trees blocking your view of the green. When taking the shot, bear in mind that you are aiming at a relatively small target and even a small mistake could cost par for that hole. Take into account the wind conditions and the ball lie when selecting a club - they both have great effect on the shot. When you reach the green use the option to put back-spin on the ball. It will stop much faster and not run off the back of the green.



On the Green

This is where all the hard work can either end in a birdie or go horribly wrong. When putting, always look at

the contours of the green before attempting a shot. Work out what path the ball will take when struck. If the green slopes from left to right,

start the putt off to the right. You can also determine how much power the shot should be given. Don't be afraid to go for the hole - it's better to go a foot past than be two feet short. When putting uphill you have an advantage: unless you give the shot far too much power you won't go past and will have a better chance of judging it correctly. Putting downhill is much harder to judge - the ball will run away even if you only tap it, so take care.







Code cracking **Game Genie**

CE65-D763 All holes are par 4

8665-D7A3+D728-04DA Course is generally harder (par goes down randomly for some holes)

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] Cancel command
- [A] NOTHING
- [Y] NOTHING
- [B] Execute command
- [START] PAUSE
- [SELECT] NOTHING

SIMULATION

oom off into the wild blue yonder with this realistic 3-D flight simulation. Five different flying methods are here to be mastered including sky diving, rocket belt, and hang gliding!

Super Nintendo Mode 7 graphics have been expertly used to create a highly believable flight simulation in Pilotwings. The ground is twisted and scaled in all directions with a different viewpoint depending on the flying method. Sky diving, for example, will give an vertical aerial view that changes to horizontal when the parachute is opened. The light plane gives a view from behind the plane itself showing all its twists and turns.

Here are tips on each of the modes of flight:



Sky Diving

It's important not to move the diver too far in any direction.

Tilting him for too long will easily put him wildly off course. The first set of rings are simple to pass through; moving left or right can easily correct any slight error in direction. When the parachute opens it's best to float away from the target until the altitude has dropped, then move in closer, pulling up using the flare when the target is near.

Rocket Belt



There are two strengths of jets to use, the slower one burning less fuel. Use the slow ones for moving around the course and fast ones for more accurate aiming. Landing is tricky with the rocket belt. If you're going for the static target, the top view is best. Line up above the target without any tilt, then cut the rockets to descend. For the moving target the normal view is needed. Try to judge the speed and distance of the target and cut the rockets with it coming toward you. This becomes quite easy with practice.

Hang Glider

This has to be one of the hardest flying methods to master.
Gaining altitude in the glider is done using thermal drafts, shown as columns of white clouds that rise up. To use the thermals, just fly into them and the glider will soar up around 300 feet. Depending on the stage, the glider must reach a certain altitude before being able to land. Keep moving through the thermals then circling around for another pass through until the desired altitude is reached. When



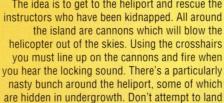
coming in to land, give yourself plenty of room. Slowly descend toward the target and use the flare to land on the ground or you'll end up upside down!



Light Plane

The plane sections start in midair going a bit too slowly. Speed up and watch out for the globes floating around that you'll have to fly through. In later levels they become quite haphazard but can be reached by steep climbing and diving. When you reach the desired height for a globe, slow the plane down to make maneuvering easier, not too much though or the plane will drop like a stone! When coming in to land always line the plane up on the center line of the runway. Slowly descend and remember you can still steer into the perfect position until the speed drops.

Helicopter This is one tough mission on your first attempt! The idea is to get to the heliport and rescue the





before they are all polished off. Rising to the highest altitude and swerving left and right is the best way to avoid the cannon fire and get a good aim.

Once the first five areas have been completed the game becomes Pilot Wings Expert and everything is much tougher. There are new locations to visit and new layouts to conquer.



Bonus levels

Those moving platforms that look almost impossible to land on do have some uses. In the sky diving stages landing on the target will take the player to a secret penguin bonus where a small flightless bird will be perched on the end of a diving board. The pool is divided up into different point zones; aim for the center for 50 glorious points.

The rocket belt moving platform will bring up the birdman bonus stage which is very tricky. The P blocks can be bounced off for points; it's best to swap views to make lining up on targets easier. Square bullseyes give 50 points.

Level codes

Flight area 2	985206
Flight area 3	394391
Flight area 4	520771
Secret command 1	108048
Flight area 5	400718
Flight area 6	773224
Flight area 7	165411
Flight area 8	760357
Secret command 2	882943

Code cracking

Game Genie

108D-0FA7 Infinite fuel Reduce gravity 4DE7-6D0F CDE7-6D0F Increase gravity E2EF-6F0F

Increase rocket thrust by three times

00528_{FT}

Joypad controls



- [L] Change viewpoints. **Fire missiles**
- [R] Change viewpoints. **Fire missiles**
- [X] NOTHING
- [A] Increase throttle. Flare
- [Y] Blow bubble
- [B] Decrease throttle
- [START] PAUSE
- [SELECT] NOTHING

PLATFORM

The dark dungeons of a Persian castle are the setting for this excellently animated

platform puzzler.

A young Prince has fallen for the old Sultan's daughter. But the evil Vizier Jaffa has other plans for her; after she had refused his hand in marriage he locked her away from the Prince and threw her beloved into a deadly labyrinth dungeon.

The whole game is set across twenty levels that contain many deadly man-traps, puzzles, and the evil fanatical followers of the Vizier Jaffa who'll stop at nothing to finish the Prince off once and for all. The most tricky thing about the whole game is that you have to rescue the Princess within sixty minutes or she will suffer the fate of marrying the evil Jaffa.



Leap of Faith

To complete the rescue, you must practice each of the special moves to survive certain obstacles. Leaping over the hair-raising ravines needs a bit of running and jumping which is done with a combination of at least two of the joypad control buttons as well as the directional control.

At the beginning of the game you'll have to find the sword

you need to fight your way through the selection of bad guys. There are many traps on each level such as collapsible platforms where you'll fall to your death either on hard stone or on sharp spikes that rise up from the floor and sharp snapping blades that can cut you to shreds. There are even giant hammers that fall from the ceiling and will crush you instantly if you fail to time it right.



Also scattered throughout the levels are bottles of magic potion that will either restore or add to your energy bar. Others reduce the energy. The good bottles are colored red and the poisonous bottles are colored blue. As you go through each level, you discover larger bottles; these add a new block to your existing energy bar. As well as the fanatical guards, you'll also have to fight against skeletons that appear from the bones





of slain warriors. The tricky part is that these skeletons cannot be killed by chopping away at them with your sword to reduce their energy as they don't have an energy bar, so you'll have to keep hitting them until they disappear over the side of a ravine.

Here are tips on two of the trickier levels in the game.

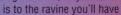


Level 1

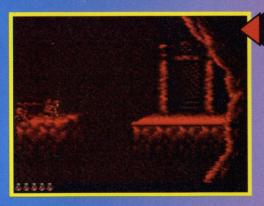
To pick up the sword stand over it and crouch down by pulling down on the joypad. Make your way back up to the top of the dungeon and travel back to where you started from. When you have returned to your starting point, move to the right; here you'll confront the first guard. As soon as you enter the screen you'll automatically draw your sword. To fight the guard use the B and Y buttons, the B button thrusts and the Y button parries. Wait for the guard to make the first move, then repeatedly strike him until all three of his energy points have gone. When the guard is dead, move right into the next screen, turn around and leap up onto the ledge to activate the pressure pad. This opens the large exit door in the same room, and you then can leave and go on to the next level.

Level 10

As soon as the level begins you're thrown into the thick of trouble. As you plunge down hold down B and you'll then hang on to the ledge if you time it right. Be very careful when entering into the next screen as there are a number of gaps on the platform where you'll fall into the bubbling lava below. As soon as you enter the first screen prepare yourself for a fight; you'll see the first of many skeletons coming towards you - to kill him you'll have to knock him off the platform. When you've done this, work your way to the top by climbing up each ledge and platform but watch out for the skeletons while you climb, they could either knock you over the edge of a ravine or slay you with their swords. When you reach the top go to the far right of the level where you'll find the pressure pad that will open the exit door on the level above you. Before you can get to it you'll have to kill the skeleton guarding its route; as your back



to swap places with the skeleton by constantly moving forward and striking him. Don't get too excited when you've finished him off as there's one last skeleton on the platform above that guards the exit. Kill him and you can finish the level.



Doing your level best

Here's a selection of level codes to help you on a few of the levels:

Level 2	BASEY61
Level 5	11DESRA
Level 7	IF4MCPC
Level 10	SEORANL
Level 13	QET65F6
Level 16	RZLHI4T
Level 19	AZIIBZX

Code cracking **ACTION REPLAY**

7E050805 Infinite energy

Sound cheat

Pause the game and unplug the joypad from the left-hand port. Plug it back in again to hear all eleven tunes! This works randomly, so unplug and plug it in a few times if your first attempt fails.

Joypad controls Up

- Allows the Prince to jump up and climb

Left

When combined with [B] button, the Prince can run and leap to the left. Otherwise , just a straight forward walk

Right

[B] button, the Prince can rwise , just a straight

Down

- Allows the Prince to crouchscreen SUPER NINTENDO SELECT START

[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — Combining this with a left or right movement enables the Prince to take small steps

[Y] — Shows you how much time

[B] — Enables the Prince to leap or hang onto ledges. Also used as an attack button when in a sword fight

PLATFORM

hat ooky, kooky family returns for a second appearance. This time there are more levels, more guardians, and lots more fun!



The main character in the first Addams Family game was the suave and sophisticated Gomez, who ran around the catacombs retrieving the family fortune and combating many strange nasties. This time it's the turn of his son, little Pugsley, to suffer the dangers of the madcap mansion.

Pugsley's mischievous sister, Wednesday, has hidden six rather curious items around the spooky old mansion.

Pugsley must recover these

items in a limited amount of time, with only a few lives. Guide him through each room in search of the mysterious objects. As in the first Addams Family epic, on each level there are many energy power-ups and extra lives to collect, secret switches and rings, and bonus rooms to discover. But all kinds of nasties lurk in every corner of the mansion.

The nasties are even more absurd than in the first Addams Family game – rubber ducks, huge spiders, zombified mice, ferocious cats. At the end of each level Pugsley comes face to face with giant nasties that must be defeated before you can receive one of the special objects. (You are given a check list of the objects you have left to collect.)

The Attic

This is a particularly strange level. There are little mice everywhere, but there's nothing cute about these vermin – they throw lumps of cheese at poor Pugsley which temporarily stun him. Pugsley also encounters walking bombs that detonate as soon as they come near him. It's best to keep as far away as possible from these explosive characters. At the end of this level he'll encounter the big cheese himself, a giant white mouse with even more Camembert up his sleeve. The trick is to keep jumping on his head until you send him to that big mouse hole in the sky.

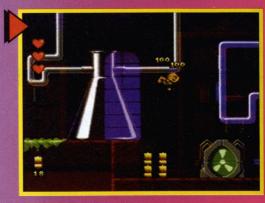


The Bathroom

Not your average bathroom, this seems to go on and on. It's full of dangers, such as flying rubber ducks that you'd certainly not take to the bath. There's also a large collection of spiky things that soon drain Pugsley's energy. Be especially careful of the surface on this level; it's extremely slippery. At the end Pugsley has to face a red octopus that shouldn't be taken lightheartedly...

The Laboratory

This is a terrifying level. The family science lab - Uncle Fester's favorite place - is not one of the most pleasant areas for young Pugsley to get lost in. Everything seems larger than life; there are huge human skulls and oversized Bunsen burners. If Pugsley strays too near the giant flame he'll get more than just a scorch, which will drain his energy quite a bit. The nasty waiting at the end is a huge spider that lives in the darkest recesses of the laboratory; he runs around his web with great speed, so you'll need to be on your guard throughout the level.



The Roof Tops

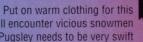
This is Granny's favorite hideaway. On the highest point of the mansion are some very

nasty foes. Although all the rooms here are short, they are still tough. Be especially wary of the sharp spears that stick out in every direction - touch these and you're finished. The little green dragons will give you a nasty shock if you allow them to come too near. At the end of the stage Pugsley has to face a gargantuan green dragon.



The Icebox

level as Morticia shuts you in the icebox, where you'll encounter vicious snowmen and evil penguins. At the end is an evil magician - Pugsley needs to be very swift on his feet to dodge the magician's ice rays.





The Cellar

Once the other levels have been completed the cellar can be entered. Here are the darkest depths of the whole mansion, where Pugsley encounters perils such as spinning spikes and many ravines, so watch your step. The final nasty is a giant washing machine which will throw just about anything your way, but he's not totally invincible.



Joypad controls

Look up Left - Move left

Up

Right **Move right**

> Down - Crouch

SUPER NINTENDO SELECT START

- [L] Tilt to the left
- [R] Tilt to the right
- [X] NOTHING
- [A] NOTHING
- [Y] NOTHING
- [B] Jump
- [START] PAUSE
- [SELECT] NOTHING

PLATFORM

666

The cartoon highway speed king, Road Runner, features in this fast and furious platformer. Just watch out for that mischievous Wile E. Coyote...



Death Valley Rally is full of wacky cartoon action. The object is for Road Runner to speed through levels avoiding all the nasty contraptions built by the coyote to trap him.

Road Runner gobbles up small piles of birdseed to reach higher speeds and rocket up the sides of cliffs. There are colored flags for points, and a position save. And while Road

Runner is gobbling birdseed and breaking speed limits, Wile E. Coyote is zipping around the canyons in crazy-looking balloons, trains, and aircraft.



The further into the game Road Runner goes the harder and zanier the machines get. You'll know you've finished a level when a large Nordic lady opera singer blasts her vocal chords through the canyon!

Here are tips on some of the tricky levels.

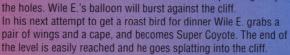
Level 1 - Zippity Splat!

Things to watch out for around this level are snakes, thisties, and crabs, which can all take Road Runner's energy. The moving creatures can be pecked out of the way. Wile E. rides a steamroller around. Hit the end-of-level marker and he'll be splattered.



In the greatest cartoon tradition Wile E. comes straight back, but this time in a balloon – throwing out small planes which explode on impact.

Follow the arrows to the top left of the level, then carefully jump to the right using the moving platform and taking care not to drop through any of





There's a large catapult throwing out boulders to deal with at the end of Zippity Splat. Peck at the mechanism on the left of the machine and it will malfunction, sending a boulder onto Wile E.'s head.



Now the fat opera singer will come out and sing before the final animated sequence for the level.



Level 2 - Rock 'n' Rivet

An Acme building site is the setting for the next adventure, all girders and machines. Wile E. starts on roller skates this time, zooming around the bottom of the level. By staying on the girders Road Runner is perfectly safe.



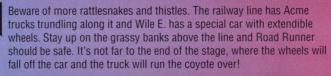
Use the magnet lifts to reach the higher platforms but watch out for the cement mixers throwing out gooey messes.

The coyote now moves to a demolition ball and swings across the screen. Reach the end and he'll be easily splattered.

Wile E. grabs a pneumatic drill and starts shaking the whole place up now. The cannons are the main things to watch out for - they'll easily knock Road Runner off the platforms. Reach the end and Wile E. jumps into the cement and cracks up.

Watch out for the crane at the end of the level and square rivets across the bottom that must be pecked away to reveal nuts and bolts. The whole machine will explode sending Wile E. Coyote to a sticky end. The opera singer comes out again.

Level 3 - Train Runnery



Now it's on to the circus train with elephants' trunks poking out of carriages, monkeys throwing cakes, and giraffe necks that can be climbed. Wile E. has a rocket to ride on and zooms across the screen. Hit the end marker to send the rocket shooting up a giraffe's neck and bursting into fireworks in the distance.

Now Wile E. jumps into a biplane and drops bombs all over the train. Run to the top-left side of the train, hit the end marker, and watch as he drops from his seat!

This coyote never gives up! He now gets to be a train driver and throws bombs everywhere. There is a pattern to follow to help Road Runner survive. First Wile E. will drop three bombs on one of the carriages. These can be pecked to rebound them back into his funnel. Then he will make another pass, showering bombs in a line. Run to the end of the carriage to avoid these. After a few

Level 4 - Hopalong Casualty

Down the mine there's lots of blasting bombs and dynamite to watch out for. One particularly attractive creature is a female Road Runner. Don't stop to look at this beauty because it's not real. If you go close it will explode!

Wile E. rides the mine carts throughout this level in an attempt to knock Road Runner off the platforms. Follow the arrows to the end and he'll soon be a goner. There are bats that get in the way; peck these.

You'll need a good supply of birdseed to reach the end marker, too, so don't waste it running around the level

The last levels of the game include a teleporting maze sending Road Runner dashing from one side to another. Persevere with this and all will become clear. The finale is a huge robotic Wile E. Coyote. Peck him in any place that flashes and he'll soon explode.















direct hits on the funnel his train will explode.





Code

cracking

Action Replay 7E1F1E06 Unlimited energy

7E1F2001

Unlimited lives

7F1F1D20

7E1F1B7F

7F1F1A00 Can always take damage

Unlimited time

Up **NOTHING** Left - Move left

Right Move right

Down NOTHING



[L] — Make Road Runner go "Meep! Meep!"

[R] — Make Road Runner stick out his tongue

[X] — NOTHING

[A] — Run

[Y] — Peck

[B] — Jump

[START] — PAUSE

[SELECT] — NOTHING

ADVENTURE

hadowrun just oozes futuristic suspense and atmosphere. Playing the part of Jake

Armitage, you must discover who had you killed, why they had you killed, and why you were brought back to life. Then things start to get complicated.

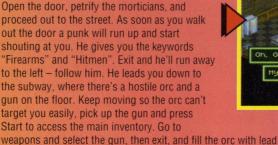
There are many skills to be mastered if you're going to stay alive in future Seattle.

Until you've either hired some protection or got decent weapons, skills or armor, try to avoid street battles with the hitmen. There are easier ways to obtain money, and karma points can be accumulated later.



Here's a guide to start you off

Once you've pulled yourself off the slab and had a moan about your headache, go to the bottom of the screen and take the scalpel from one of the tables, then take the slap patch from the fridge.







Once he's dead, examine his and the other body and you'll find a leather jacket, so put it on. Next, go to the top left of the subway where a minion of The Dog will appear and give you a message and the keyword "Dog".

Leave the subway and walk up the left road to the bar, and go in. Go straight to the barman and chat to him, and he'll ask if you'd like the usual. Exit, and he'll bustle around, then bring you an iced tea. Take the tea and chat to him again; he's very

helpful and gives you the keywords "Shadowrunner", "Deckers", "Hiring", and "Datajack". Next go and talk to the busy man in the grey suit on the right-hand side of the bar. He's a retired street doc and he'll give you the keywords "Heal" and "Street Doc".

Now go to the "club patron" in green and give him the iced tea. Talk and he'll be very grateful and give you essential keywords and names, "Maria", "Tickets", "Lonestar", and "Grinder".



Leave the bar and walk up from it, then enter the cemetery (the place with bronze gates). Avoid the zombies and go to the crypt on the left with a body hanging out the window. Use the scalpel on the door to get in, then use the slap patch on the Indian Shaman on the floor. He'll spring up and give you the keyword "Shaman". Talk a bit more and he'll give you the keyword and object "Magic Fetish"; ask him about it. Exit and he'll disappear; then examine the coffin lids - they hide varying amounts of cash - but watch out for zombies.

Leave the crypt and kill a few ghouls; after a while one will leave you a Ghoul Bone to collect. Go back to the steps leading to the subway and enter the big grey building with a dark door on the corner. Enter the first door and kill the hostile mages and heavy dudes, then

find the paperweight. Go in the second door, walk through the partition, and pick up the cyberdeck, ignoring the useless secretary. You should have a fair amount of cash by now, so leave that building and enter the red-brick one on the left. Enter the far door and ask the guy there about hiring for the

"negotiate" keyword. Then ask him about "Lonestar", and for 150 nuyen you can get a fake cop badge. Put it on

Go back to the square (where the mortuary is) and walk down the alley on the far right, taking you to an L-shaped bit of pavement. Follow it all the way round and you'll come out next to the station (a big glass building); enter the red building on the left. In the nearest room is a body; examine it and pick up the key it drops, and read the memo on the table.



Go back to the L-shaped pavement and into the doorway on the left. Use the doorkey you found on the third door (apartment six if you want to examine the doors) and you've found your old apartment. That corpse with the key was the one who iced you.

Get the shades and put 'em on, listen to the answer-phone message, collect twenty nuyen from the filing cabinet, read the note, and have a sleep in the bed. Best save your progress too.

Return to the mortuary and because you're in heavy disguise (shades and a cop badge) the morticians don't recognize you. Ask about Grinder and they'll open the cabinets for you, letting you steal

the tickets to the Maria Mercurial concert and a universal cash credstick so you can use the video phones and start accumulating numbers.

Finding the club with Maria in it, computer hacking, exacting revenge on your murderers, and the rest of the game, is up to you. Here are some hints ...



- . Try all computers you see; those that can be hacked into will register in the bottom right of the screen when you place the pointer over them. Some are bank accounts and yield big wads of credit.
 - . None of the busy men in the street will tell you anything, so don't bother asking them.

Well, that was a couple of hints – good luck, chum.



Joypad controls

Up Move up SUPER NINTENDO Left **Move left** Right Move right SELECT STAR Down Move down

- [L] Select mode on
- [R] Select mode off
- [X] Fire weapon
- [A] Use spell
- [Y] Select mode
- [B] Inventory

[START] — PAUSE

[SELECT] — NOTHING



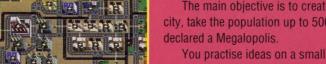


SIMULATION

ry your hand at city building and development in this fun but educational game.

The year is 1900 and you play the mayor of an as-yet-undiscovered utopia. You are guided by Dr. Wright, who offers his advice and warns you when

something's about to go horribly wrong.



The main objective is to create a successful city, take the population up to 500,000, and get it

You practise ideas on a small scale on the practice island, ironing out problems and testing theories. When you feel confident of your city-building prowess, put some of your clever ideas into action. Start from scratch on a computer-generated landscape, or pick from a choice of six existing cities that need help to

improve their efficiency and get them out of a a sticky situation – such as the great San Francisco earthquake of 1906 or a nuclear melt-down in Boston!

Go Go Zone

When you've chosen your mass of land, you can start building by using the 16 icons on the left of the screen. You lay down zones and encourage shops, houses, or industry, to build there by laying roads and railway lines and putting power cables in the zone. The popularity of each zone is affected by its proximity to rail, road, and electricity. It's important that a power station is built first and all power cables run from it. If a residential area is situated too near to the power station it is less likely that people will move in and houses be built, because of the unpleasant surroundings.

After finding a suitable place for the power station, run power lines in the directions you think you're going to put most of your industrial, residential, and recreational settlements. Then link everything up to the power, and link all areas up with a healthy transport system. Preferably stick to a complete rail link (see map), which will eliminate all traffic congestion - particularly useful when your city reaches great size.

Plunder the Funds

When you start the game, you're given three options with different budgets - easy \$20,000, medium \$10,000, and hard \$5,000. This is your budget for the whole game year. Should you run out of money before the end of the year, you just have to wait and watch your city flourish or not. At the beginning of the following year you'll receive a new budget.

Build this Town

At intervals in the game your adviser, Dr. Wright, comes up with suggestions for improvements in your city such as more commercial properties, more residential properties, or more industrial properties. He sometimes suggests you need more police or fire stations, usually by waving his arms around!

In the top right-hand corner of the screen there's a graph that represents how well residential, industrial, or commercial zones are progressing. It's always a good idea to keep an eye on this graph, to keep out of trouble.



When constructing the city, keep in mind there are certain building hot spots that will attract lots of building progress. These can be islands, very desirable places for exclusive apartments. Having sports stadiums or parks will attract lots of residential and commercial buildings.

A Taxing Time

At the end of every year, you are given the choice of raising or lowering taxation on your city. Great care is needed when you do this - if you raise tax too high people will start to move out, but if you lower the tax too much you'll lose money, which is disastrous. Play about with the tax - it's a case of trial and error.

AAA

General Tips

- Don't use roads! Railways reduce congestion and pollution. It's best to use a grid system so all units have easy access.
- Always use the donut principle. Build in blocks of three by three with a fire station or police department in the middle.
- Keep industrial areas away from residential zones wherever possible. The perfect place is along every coast. Parkland around heavy industrial areas helps reduce pollution and raises land values.
- Place gifts in the appropriate sectors zoos, parks, and libraries in residential zones; banks, windmills, and airports near commercial zones; and expos in industrial areas.
- Keep tax rates down. A fair rate is seven per cent but the lower the better. Commercial zones help boost finances and careful positioning of rail, fire, and police services avoids



Joypad controls

Up
— Enables you to scroll up
when building and observing
your city, or allows selection
of icons or figures

Left — As above, but scroll left

Right — As above, but scroll right

Down
— As above,
but scroll down



- [X] Flicks the icon box on and off
- [A] Enables a fast scroll over your city
- [Y] Enables a fast scroll over your city
- [B] Picks icons and place zones

SHOOT EM UP

ne of the newest and most impressive shoot-'em-ups on the Super Nintendo is Starfox, or Starwing in Europe. The game uses shaded polygon graphics and a Special FX chip to make the realistic flying effect. Check out this comprehensive guide...



Level 1

Cornana – The Base

The first level is fairly easy with only a few things to look out for. The blue pylons which fall in your general direction can be troublesome so it is a good idea to shoot them before you get anywhere near them.

Boss

The first boss you encounter is easy to

do away with. First of all aim at the bay which opens to the right of the ship. When this is destroyed the two protective shields to the left of the ship will open to reveal weak spots; blast both of these until they fall off the ship. You are then left with the bridge area; shoot the flashing section in the middle to destroy it. As you are doing this dodge, the energy bolts he is firing at you. Try to save your smart bombs for later on.



F×Z

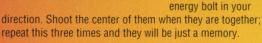
Level 2

Asteroid Belt

The first thing to remember is that the golden-colored asteroids can be destroyed; this makes getting through the

asteroids much easier.
The squadrons of yellow ships with the blue leader can cause some problems if you are not careful. Aim for the leader (blue ship) and the whole squadron will be destroyed in one shot. The other thing which causes problems are the three triangles which form to fire off an energy bolt in your





Boss - Rock Crusher

This large spaceship is relatively easy to kill. When he appears he will move around to show four diamond-shaped points

which are the weak points, but these can only be destroyed when they are uncovered so don't waste time. There are two groups of these; when both are destroyed a large section of the ship will be jettisoned in your direction – don't let it hit you. You are now left with the nucleus of the ship. Keep blasting the center of this while dodging the energy bolts and he will be no more.





Level 3

The Andorf Space Armada

The first tunnel scene is an easy affair. All you have to worry about is not hitting the walls and dodging any beams in the tunnel. When you get to the core, aim at the diamond-shaped object and you should have no trouble in destroying the ship.

The second tunnel scene is a little bit tricky. Dodging the beams is the same but when you are approaching the moving yellow beam stay as close to the ground as possible; you should fly right under it! Shoot any closed doors and they will open for

you. Destroying the core is the same as before.



The third and final tunnel scene can be difficult. The doors with the flashing arrows pointing up or down can be toggled but always do the opposite to what they tell you (e.g. if they are pointing down stay high) and you should get through unscathed. Shoot the baddies behind the last door and collect two much-needed shield icons.

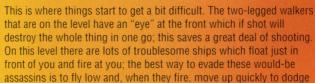




When you enter the area in which the boss is situated you will notice three objects floating around it. These should be destroyed before the core energizes them. If this does happen, keep trying to shoot them while dodging the charges linking the core with the ships. When you have destroyed these the middle of the core will open to reveal a weak spot. Shoot this and before long the whole thing will blow up.

Level 4

Meteor – The Battle Base Shooting Star



them, leaving you free to destroy them. There is a hidden shield ring in the level behind the first building you come to; to get to it shoot the doors just as you get close and as they open use your thrust to get through and collect it.





Meric 2000

Boss - Dancing Insect

When this spider-like creature appears on the screen go straight for his legs and just keep shooting. Before long he will turn into a huge spaceship with blue wings. You can't harm him in this form so just dodge him (if he moves towards you he will either stay high or low so you obviously do the opposite). He will then turn back into a spider so go for the legs again. The next time he turns into a ship he should have red wings and this signifies that you can now do damage to his wing areas, so keep shooting them and one by one they will blow up and fall off. While you are doing this he will be shooting huge fire



columns which bounce off the ground at you; avoid these at all cost, as they do great damage. After the wings have gone you should be left with a small ship which shoots energy bolts at you so dodge these and keep firing at him and very soon you should have done away with him.



SHOOT EM UP





Stage 5

Venom is split into three separate missions. Here is a guide to all three:

Venom – Above The Planet

This is the easiest section of the Venom level but there are some troublesome enemies, one of them being the missiles

which are launched from the surface of the planet and do great damage if they hit you. If you are having trouble shooting them all, keep moving and try dodging them instead. The ships that have the invisibility shields are hard to hit

instead. The ships that have the invisibility shields are hard to hit and don't fire at you in great proportion so don't go out of your way to kill them.





Boss - Phantron

Phantron starts as one ship spinning towards you, then it starts to move from left to right while shooting at you. Aim for the head section and keep shooting. After you have shot him enough he

will split into three heads, all of which shoot

yellow blasts at you. Dodge these and concentrate on shooting one of the heads as they all have the same energy bar and before long he will have no energy left. He won't be destroyed, though; instead he will turn around

and head for the surface of the planet – you have not seen the last of him!



Venom – The Planet Surface

This level is full of pylons so good dodging skills are required. The orange columns which are thrown from the back of the screen should be shot to make getting through easier. The walls which have arrows on the side pointing

either left or right are lying to you, so if they point left go the right-hand side of it or you will run into a wall which takes a large amount of shield from you; they can also be toggled.





Boss - Phantron

He's back! – Phantron comes at you as one ship but as he gets close he splits into three heads. Only one of the heads is vulnerable at any one time so locate this one



fast and blast it as much as possible; when you have shot it enough he will turn tail and fly into the distance. Here he will turn into a two-legged ship with his weak spot being the flashing area in the middle section.



In this form Phantron takes loads of stick so don't stop shooting, and keep dodging the energy bolts that come out of the weak spot. If he jumps toward you, fly into the top right-hand corner and you should be safe. Once you have defeated him you are on your way to the final section.

Venom – The Final Goal

This final section is another tunnel scene. Again, all beams which don't move should be dodged easily and the ones which form in front of you should be no problem either. Avoid the doors which close sideways in the tunnel by simply flying on your side and moving left and right.





Boss - Andorf

This is the final boss in the game and he's fairly easy. When the face has formed start shooting at the eyes as these are his only weak spot. As you are doing this, dodge the slab-like objects that he fires at you from his eyes. When he breathes in don't worry as you can't be sucked into his mouth. When he spits out all the slabs he has his eyes closed, so don't bother trying to shoot at him – just dodge the slabs! Before long

he will open his eyes again so start shooting and repeat the process until both eyes have been destroyed. Now the slabs will be blown away and you will be left with a cube which has a gorilla's face in it. He doesn't shoot back so shoot him as much as possible; use a smart bomb if you have any left because if you don't kill him now his face will re-form and you will have to go through the process again. And that's about it; you can now sit back and watch the end sequence and credits.





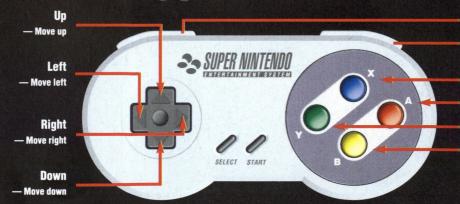


Cheats

This game is so tightly programed that the majority of the de-bug tools and test cheats were taken out prior to release. However, there's one that can prove very useful.

Play the game and get a score of over 15,000. After losing your last craft, at the continue menu press Down, Y, or B on controller two to change the displayed character. Use controller one to manipulate the character including zoom and ghost imaging. It's a great way to get a look at your worst enemies.

Joypad controls



- [L] Yaw left
- [R] Yaw right
- [X] Speed up
- [A] Smart bomb
- DVI OL I
- [Y] Shoot
- [B] Slow down

BEAT 'EM UP

If there's one game that every Super Nintendo owner knows it's Street Fighter II. A massive hit in the arcades, it's still the best beat-'em-up by far.

Here is a complete guide on how to finish the game in one-player mode with any character. Each of the eight characters is explained and their weaknesses and attack patterns are exposed. Then the final four bosses are given the same in-depth treatment because, contrary to popular belief, they too have an Achilles' heel. The special moves of your opponents are described along with how to avoid them with ease. All of the characters can be defeated without recourse to any special moves on the player's part but it doesn't mean you don't have to use them. If you feel comfortable with a particular attack use it – but beware, it can often leave you open to devastating counter-attacks.



Chun-Li

Even on level 7 Chun-Li still makes a huge mistake – she jumps far too much! If she tries to jump over you to attack, you can either use a strong crouching punch or jump back and do a strong kick; you should be able to score a hit every time. If she uses the 'spinning bird kick' simply crouch and do a strong crouching punch, which will knock her out of this maneuver and put her in a good position for your counter-attack. With Chun-Li the best tactic is to wait; and

before long she will go into jumping 'spasms' and when she does she is extremely vulnerable. Another of her popular moves is her off-the-wall attack — when she jumps, try and get behind her and jump kick her in the back, then try to follow this up as she lands. Don't rush — bide your time and she should prove no problem.



AYO & ZAMITEE



Zangief

This guy is a cake-walk – it's simple. Zangief is very slow and even on maximum difficulty setting he offers no challenge to any good player. The best tactic is to wait

until he starts to move in on you and then do a vertical jump with a strong kick followed, as you land, with a strong leg sweep. If he gets too close for you to do this, jump back to give yourself more room and continue; with this tactic you should be able to finish him off in no time.

Blanka

Blanka can be troublesome due to the fact that he has no real attack pattern, although there are a number of moves to look out for. If he walks away from you or starts jumping repeatedly, he is more than likely going to attempt a cannon-ball attack, so anticipate this and use a

strong jumping kick to take him out of this and do double damage. His other special move is the electricity attack, but it should not come into play if you don't leave the ground; don't be tempted into jumping over him because this will leave you vulnerable to this attack, although if Chun-Li uses her head-stomp attack she can hurt Blanka and not be fried.





Dhalsim

The slow Indian can be tricky if you don't use the right tactics. His yoga fire should be blocked or preferably jumped, but watch out for the changing speed. The best tactic is to try and get in close as possible, this cuts out all his long-range attacks. His other weapon, which he uses quite frequently, is the yoga drill or torpedo



attack; this is easily dealt with by either using a strong crouching punch, a jumping strong kick or throwing him as he lands - this attack does the most damage. The only other attack he uses that could be a problem is the yoga slide attack; if he starts to do this, block low and wait until he slides very close in and then just before he gets up strong sweep his legs.

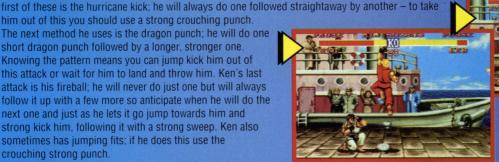


Ken

Ken is a very easy opponent as he tends to stick to a number of attacking methods. The

him out of this you should use a strong crouching punch. The next method he uses is the dragon punch; he will do one short dragon punch followed by a longer, stronger one Knowing the pattern means you can jump kick him out of this attack or wait for him to land and throw him. Ken's last attack is his fireball; he will never do just one but will always

follow it up with a few more so anticipate when he will do the next one and just as he lets it go jump towards him and strong kick him, following it with a strong sweep. Ken also sometimes has jumping fits; if he does this use the crouching strong punch.



Ryu

Ryu is quite a good opponent but makes a few very bad mistakes. If he is walking toward you it is usually easy to strong sweep his legs as he does not block low; you will find he makes this mistake on a number of occasions and you should always take full advantage of this oversight. Multiple weak sweeps are also effective. Like Ken, when Ryu uses

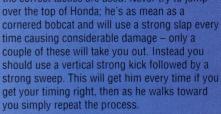


his fireball attack he will never let just one go but will always follow it up. He does more than Ken, though, so you have a bit more of a chance to get the timing right of the jumping strong kick followed by the strong sweep. He will use this attack method a few times in each bout so make full use of these openings.



E-Honda

Here is another easy opponent if the correct tactics are used. Never try to jump



BEAT 'EM UP

Guile

As with Honda you should never attempt to jump over the top of Guile or he will flash kick you. The best tactic is to draw him into doing a flash kick and then attack him with a strong jumping kick; this will do quite a lot of damage and will knock him to the ground. The sonic booms should be avoided; try to jump them rather than block. Another good

RYCH CO CAP BITTLE

tactic is to keep low and as Guile walks toward you do a strong sweep; he will probably block



but when he starts to walk toward you again sweep him again. If you repeat the process a couple of times he will either forget to block or he will try to jump over the attack and you can then do a crouching strong punch.

KO NIHNIN BALL

Balrog

This is the first boss character and is quite a handful. There are two things which you should not let Balrog do; the first is to start slide punching you – it's very difficult to get out of and you won't be able to take this sort of damage for long. The other is the wind-up punch which is an absolute killer; if he starts to do this, sweep his legs, because if he makes contact with this punch you are in big trouble. The best way to attack him is to go for sweeps; if you repeatedly sweep his legs he will start jumping, making him vulnerable to a crouching



strong punch. The best way to beat Balrog is to pick your time, do a sweep then block, then go for another sweep. If you see him starting to do a slide punch try to hit him first.





Vega

This character is quite tough and many people get stuck here due to Vega's speed and combination attacks. Vega is much like Chun-Li in the way he attacks, although his attacks are a little more varied. The best chance you have to attack him is when he jumps off the wall – meet him with a flying strong kick. If you time it right he will fall back and you should go for another flying kick right away; you can repeat this process until he is stunned, then you should throw him. If he starts to go for the tumble attack along the ground, block and wait until he is right next to

you then just as he finishes the last tumble go for a strong sweep. If he jumps onto the fence you should move in the opposite direction to him and just as he jumps from the fence you should jump in the direction you are walking.



Sagat

Sagat has a very simple attack pattern, only using about four forms of attack. The primary

one is the tiger fireball which he can fire off at two levels – the high one should be ducked and the low one jumped. His other attack is the dreaded tiger upper cut which does loads of damage. The best tactic to gain victory is to lure him into doing a tiger upper-cut – like Guile and the flash kick –

and then hit him with a strong jumping kick. Another method is to anticipate when he will do the next tiger and, as he lets it go, jump toward him and use a strong kick followed by a strong sweep; this will knock him off his feet and he will probably start firing tigers off again so you can repeat the process. If he starts to jump toward you, just block and strong sweep if you get the chance.





M-Bison

This is the final boss in the game. He is all that is standing between you and the street fighting world crown, and surprisingly he is quite easy. His main weapon is speed and the way he gets multiple hit combinations off very fast. Your best chance for victory is to

anticipate when he is going to jump into the air and meet him with a flying strong kick. Do not try and jump over him as he will probably do a flaming torpedo; if you are not attacking you should be blocking or he will

attack and stun you. If you get his energy down to about quarter he will start to use the torpedo attack all the time so be ready with the blocking; you can attack him just before he does a torpedo, when he has the energy ball in his hand.



Code cracking

Action Replay

7E0D8000	Fireballs at every super move
7E0D1D10	No fireballs
7E0CB201	No super moves for player 1
7E0C030C	Auto fireballs
7E0C0010	No collision
7E04B3XX	Change XX to alter color of firebal
7E0C2BB0	Infinite energy player 1
7E1AC899	Infinite time

Game Genie

EDBE-0F09	
4DC6-6493	
6DCF-D764	4
FFCF-D7A4	
DD00 0004	

Dizziness wears off quickly Championship mode on

FFCF-D7A4 Advance to the next level with continue BB63-6D2A 99 seconds in 1st bonus instead of 40

Cheats

There are few known cheats for Street Fighter II, at least ones that work! We can safely say that the 'hidden' code to fight as one of the last four bosses doesn't exist; in fact, the only joypad cheat that's any good is...

When the Capcom logo comes on screen and before it disappears, key in Down, R, Up, L, Y, B, X, A. The screen goes blue, you hear a ping and both players can select the same character – Guile v Guile, for example.

Joypad controls

Up
— Jump / strike up

Left
— Move left

Right
— Move right

Down

- [L] Strong punch
- [R] Strong kick
- [X] Medium punch
- [A] Medium kick
- [Y] Weak punch
- [B] Weak kick

SPORT

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triker is one of the best soccer games
ever released. It is also quite tough,
with both indoor and outdoor championships to compete in. This
players' guide will provide you with useful hints and tips and give you ideas
for improving your overall playing skills and enjoyment of this great game.





Team Selection

The team selection is the most crucial factor. The teams are modelled on their real-life counterparts, so choosing a good team will obviously give you a huge advantage in the match. With two players you are best advised to choose equally matched teams as this will give the most even game. Playing the computer, on the other hand, is a different matter; if you're just a beginner at the game then you're probably best off choosing a good team like Germany or Brazil. This will then give you a fighting chance of getting

somewhere in the championship. If you're a well-practiced player, and have already won the trophy with one of the better sides, try choosing a not so well-known team like San Marino. You'll now find winning much more of a challenge. When you have won a tournament and return to the team selection screen, you'll notice that two more teams have appeared: the Rage and Elite Squads. Both of these teams are brilliant and offer the biggest challenge in the game.

Tactics

Team tactics are sometimes overlooked, but they are in fact a very important part of any winning side. The tactics you choose will be reflected in the type of game you play and the overall score. If you feel scoring is the most important thing, and don't mind conceding goals at your own end to do it, then an attacking 2–3–5 formation is for you. If, on the other hand, you wish to score but don't want to leave your goal unguarded, then

a 4–2–4 is a good one to choose. Choosing a very defensive formation from the kickoff is risky. It offers you very little chance of scoring and means the opponents could score a surprise goal, leaving you in trouble. If you are winning by a goal in a tight match with not much time to go, a defensive formation may prove useful.







Defending

Defending is a very important skill and should be mastered as soon as possible. When the opponents are running at the defense, try and position a player in a direct line and attempt a





tackle; doing this means the enemy won't have a free run on goal and gives you a good chance of stealing the ball. The passing attack is harder to break down as it is tough to anticipate just where the next pass will be aimed. Try to slide-tackle the opponents before they get a chance to play the ball or just try to rush them into making a mistake. Anticipating the direction of the pass is very difficult; notice which way the player is facing and who from his team is in that

direction, then decide who the pass is likely to be aimed at, then intercept it. Getting this right will take quite a bit of time, but keep practicing as it's an excellent skill to have.

Midfield Play

Dominating the midfield play is the key to a good football team. If your midfield is weak, they will let too many attackers through and put much more pressure on your defense to stop the attacks. It will also mean your attacking player won't be getting "service" and therefore will find scoring a problem. There are two ways of strengthening your midfield play. The first is to miss the midfield players altogether! Passing the ball from the defensive players straight to the attacker will mean the midfield is cut out totally and this will also mean the opponents' midfield player will find it tough to get into the game.

The second is to pass the ball around your players, keeping the ball away from the

opponents, and wait for the chances to come. This method takes a lot more patience than the first, but you will find that this works well even with the better sides in the game. Practicing this is much easier in two-player mode as you won't have the computer hassling you all the time. You should learn this skill as early as possible as it will be of great use.







If the attackers don't play well, the rest of the team can play brilliantly but they will still find winning tough. The secret to good attacking in this game is to know the best shot to play depending on where you are. There are two areas in the penalty box where if the ball is shot correctly it will nearly always go in. Run toward the goal at a diagonal and shoot the ball low and to the opposite corner; it will nearly always score. The other method, which works well but is a little harder to do, is to run down one wing and when you reach the corner line turn to the goal and shoot the ball as if to cross it in, then use the after-touch to curl the ball goal-wards; and more often than not it goes in! Two good methods of scoring like this can get you out of some tight spots if you use them correctly.

Joypad controls

- Up — Up the pitch
- Left — Move left
- Right — Move right
- Down Down the pitch
- SUPER MINTENDO

 ENTERTALINMENT SYSTEM

 SELECT START
- [L] Change perspective on free kick
- [R] Change perspective on free kick
- [X] Side tackle
- [A] Shoot
- [Y] Formation change
- [B] Pass to nearest player
- [START] PAUSE
- [SELECT] NOTHING

ADVENTURE

This game still packs a good challenge, so if you are having trouble ridding the world of Dracula read this guide to the more difficult end-of-level bosses!



Level 6: DANCING SPECTERS

When the boss appears, jump on the bottom-left block and face right. Rapidly snap your whip as the specters approach you, then as they fade out run to the center, but be ready to avoid the swords they throw at you. Keep attacking them when you get the chance.



Each time the knight hits the ground with his axe, sparks will follow the floor in both directions; jump over these as they do quite a bit of damage. After you have avoided them, duck down and use the whip to hit him in the head; when his energy has depleted to about four bars he will draw a sword and continue to attack. Simply stand on the ledge to the far left and continue to attack with the whip.



Level 8: MONSTER

Stand on the platform to the left and duck while throwing knives rapidly. If you had more energy than the monster at the beginning you will be able to outlast him and he will die before you; otherwise you'll have to concentrate on avoiding his shots. He throws three different kinds of bottles – the green ones shoot fireballs, which you must stand between to avoid; the purple bottles spread flames on the ground; and the white bottle will form a white monster.



Spine 2000 Medical Property of the State of

Level 9: ZAPF BAT

When this boss starts he will fly from side to side above you, so stand directly below him to avoid the coins that fall from his wings. When you hit him, snap your whip straight up – you can duck to avoid him when he swoops down. When you have taken off enough energy, he splits into three smaller bats. It becomes more difficult to avoid the coins as they drop; try to concentrate on just one while it's directly above you, or hit them from a distance when they are low to the ground.



Level 10: AKMODAN II

This boss appears on the face of a clock, rising up the threads from below. Stand on the right clock-hand and face left, then rapidly hit him with your whip after he forms. After about eight seconds he will disappear, then reappear somewhere else. Always keep a good disappear from the flames on his body; you may have to

jump over him to avoid being pushed off the edge.



Before you start this boss you will get a morning star which increases your whip length and gives you a better chance of surviving. The boss drops from the ceiling and attacks with fireballs and spears. When you hit him he will leap back to



the ceiling then fall back down. Position yourself near him as he falls down, but not under him, then duck and attack him with the whip.

Repeat this until his energy reaches half, when he will change his pattern, lowering his head. Jump to the step on either side, and duck while snapping your whip at his head, then run to the other side and repeat.



Level 12: WINGED LIZARD

During the first stage of his attack you will have to avoid small flames he drops while standing below him and using your whip. When his energy has reached half, his attack pattern will change; jump onto the ledge on the left and whip to the right or up as he approaches.

Level 13: GRIM REAPER

As on level 11 you get a morning star before you start this boss, so make use of it! When the battle starts, stand to the bottom left of the screen and snap your whip to the upper right to hit him as he appears, then, when he is above you, snap the whip up rapidly to attack him. When

he starts to pull you towards him, stand near the center of the screen and face right and use the whip, then walk away before hitting him and keep moving away from him. After he throws his blade into the air be ready to jump it as it flies across the bottom of the screen from the left.





Level 14: DRACULA

The final boss in the game is a tough nut to crack! When he appears, throw boomerangs at his head and use your whip to hit the two sparks he throws. After four bars of energy have gone he will change his attack pattern, throwing purple orbs at you which, when hit, drop pork chops, so don't attack him until you have full energy. In the next phase of the battle Drac starts to cast flames in the shape of a head, which will be attracted to you. Run away from them or below them, hitting them at the first opportunity. Meanwhile try to hit him as much as possible. When he has only six bars of energy left he will throw the orbs again, so you can stock up on energy; when you hit him he will change his pattern. Now when he appears and lightning comes from the top of the screen, move between the lightning bolts and attack him again. You can now sit back and enjoy the excellent end-of-game sequence.

Cheats

There is a password system in <u>Castlevania</u>, so here are the codes for all the levels:

KEY: A - Axe, B - Bottle, H - Heart, X - Blank

Level 2	Level 6	Level A	Level 3	Level 7	Level B	Level 4	Level 8	Dracula
AXXB	AXXB	BXXB	AXXH	BXXA	BXXH	AXXX	BXXB	BXXX
XAXX	ABXH	AHXH	AXXH	AHXH	AXXH	ABXH	ABXH	ABXH
XAXX	XHXA	XXXH	XAXX	XXXB	XAXH	XHXA	XHXB	XHXX
BBXX	BHXX	AAXX	HBXX	XXXX	HAXX	XHXX	BXXX	XBAX

Code cracking

Game Genie

A669-0FD7 Infinite shots for most weapons
BBB3-D40F Start with 99 hearts
D22F-07D7 No energy lost when hit by some enemies
6D6D-DF06 Stop timer

Action Replay

7E0077C03 Infinite lives 7E13F214 Unlimited extra weapons 7E13F050 Unlimited time

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] NOTHING
- [A] NOTHING
- [Y] Swings whip
- [B] Jump
- [START] PAUSE
- [SELECT] NOTHING

SHOOT 'EM UP

his was one of the first SNES games to be released and still seems as good today, although Super Ghouls 'n' Ghosts must go down as one of the most difficult games ever. Some of the bosses are nigh on impossible so here is a guide to the bosses who guard the gate to the next level, which includes the end of game boss plus some general tips which will help you overcome this incredible challenge.

General Playing Tips The difficulty settings in the game have no real

The difficulty settings in the game have no real effect on the game itself; the monsters do get a little faster but nothing major. Also you get the same ending on the beginner level as you do on the expert level, so don't feel that you are missing anything.

Finding the treasure chests on each level is the key to cracking this game. They contain power-ups, extra weapons, and armor, plus the magical armor; to get this you have to open four chests and have normal armor on at the time. The type of magical weapon you

get depends on the type of weapon you are using. The best weapons in the game are the crossbow and the dagger but the best magical weapon is the tornado which only comes with use of the magic scythe, so the choice is yours: good magic or a good weapon.



Stage 1 Boss

GIANT BIRD

The giant bird is an easy boss. You should aim at the head and give it all you can; if you have the magical armor use this as it does even more damage. If he drops a miniwing to attack you, destroy it and go straight back to hitting the head. If he moves in very close he will probably go for the attack where he sticks his neck out at you. To dodge this you should stand just under his head so he cannot get you and when he moves away go back to hitting the head.



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Stage 2 Boss SEA MONSTER

This boss is quite hard so take care. The area you should be aiming for is the eye but at the same time you should make sure you dodge the shells the boss will shoot at you. The double jump can be used to good effect to dodge shells. If you have the magical armor use it; if you don't have any armor at all then you are in trouble!

Stage 3 Boss GIANT WORM

This boss is easy. Position yourself just to the left of the door and shoot at the head as it twirls around you. It is possible to hit him from both sides as he spins around; it just needs good timing. When he disappears, a load of rocks will fall down on you so be ready to dodge them. He will then reappear and you can get back to blasting the head.





Stage 4 Boss 3 HEADED DRAGON

Killing this one is pretty easy; just keep on firing away at the three heads. This will keep them on the edge of the screen, so if they exhale a fireball at you, you'll have loads of time to dodge. If you do this he will be destroyed before too long.

Stage 5 Boss SKELETON GARGOYLE

With this boss you should try and stay away from him by

keeping him on the other side of the screen. Shoot at his head and make sure you dodge the snowball and projectiles he will be throwing at you. He takes quite a few shots so keep going and he will soon be dead.





Stage 6 Boss ASUTEROTO

This is the most difficult boss you have faced so far. As before, try and stay away from him and shoot constantly at his head. If you are far enough away from him then you should be safe and will not get hit by his deadly stream of fire attack, but you will still have to dodge his laser so be careful.

Stage 7 Boss NEBIROTH

This boss is much like the last one, Asuteroto, so stay

away from him and shoot his head. You will also have to dodge his laser attacks. When you have finished him off, prepare for a shock; you will get a message from the princess saying that not even you could defeat Sardius without the magical "Goddess Bracelet" and you will have to go back to the beginning of the game to get it, then work your way back through!





Stage 8 Boss SARDIUS

This is the final boss and he's well tough. When you start off, let him spit out two platforms from his chest, then hop onto one of them and ride it up until you are level with his head. Fire the bracelet beam at him a few times and then drop back down to the ground and wait for the next set of platforms. While you are doing this he will be shooting laser beams at you so be very careful and use the double jumping technique to dodge them.

Cheats

There is an excellent cheat for this game which lets you access the hidden level select. On the option screen move the cursor to exit, press L button and Start simultaneously on controller two, then press Start on controller one. This will now let you select any level, which will make the whole thing much easier.

Code cracking

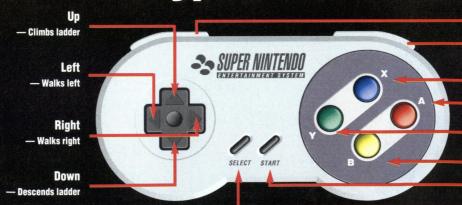
Action Replay

7E02A402 Infinite lives 7E02A901 Unlimited time 7E044A01 Protection against

Game Genie

A2C3-A4A1 Infinite lives
DDB8-6FFF Infinite continues
DFC2-ADA1 Start with 1 continue!

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] NOTHING
- [A] NOTHING
- [Y] Fire (hold down to power up magic)
- [B] Jump
- [START] PAUSE
- [SELECT] NOTHING

PLATFORM

h no! Santa Claus has been kidnapped by the Evil Dr. Maybe and toy production for Christmas has ground to a complete standstill. Someone has to save the day and who better than a fish covered in armor? Enter James Pond: Codename Robocod.

This is one cool platform game. It's packed with bright, colorful graphics and some tricky situations to help this fishy superhero through. Luckily James Pond is equipped with a super-extendible neck that can reach high places. He can then grab onto the bottom of platforms with his flippers and shuffle along until it's safe to drop. Each level is packed with bonus rooms and power-ups. The stars are the main things to watch out for. Purple ones will take away one damage point, blue ones will top up lives and damage, and the yellow ones can be collected for a bit of energy. The robosuit will give temporary invincibility, a James Pond face will give an extra life, and the wings are a great invention – they let James Pond fly about a level until he is hit! The worst menaces in the game are the giant end-of-level quardians.

Here is a guide to them, showing their weaknesses and secrets.



for a good shot. Then wait at the bottom of the screen until you see his spikes appear at the top. Move to avoid these, then repeat the process.

Killer Car

All the bosses are killed in a pretty similar way. With the car the idea is to bounce off the top of the mutant, pulling down to give a good hard knock. It then spits

out smaller automobiles that are a real menace. They can be stopped in their tracks with two bounces



on the roof, but as they are hurled through the air when the big car makes replacements it's best to leave the two trundling about on the ground.



Mutant Teddy

This guy looks really mean when you first enter his lair but he's a cinch to dispose of! Just use the platforms either side of the screen to jump from, remembering to pull down on the joypad to turn James into a tough bullet. Try to bounce in the center of the bear's head



The Queen of Hearts

This woman flies about dropping playing cards on James from above. The platforms either side make ideal jumping points to score a hit. It's best to climb right to the top of the level before making your leaps and try to estimate where she will be when you jump. She moves about in a pattern, so watch her and be prepared.





Giant Ballet Dancers

This is one weird end-of-level guardian. There is only one fat dancer but everything she does is mirrored by a twin, as is James Pond. The best thing to do is concentrate on one of the James Ponds and wait until the obese girls are in the center of the screen. Then jump on them, and when their invulnerability has worn off again repeat the process.









Mad Snowman

The large snowman will throw his head off to knock James about and a smaller snowman patrols the ground. Kill the small one first, then use the head to jump onto the higher platform. Now jump onto the giant snowman's body, making him flash. Jump back down to the ground and repeat. It takes quite a few hits but he gives up in the end.



Cheeky Cheats

- To give James invincibility from the start go to the line of objects on the castle roof and collect them in this order: cake, hammer, earth, apple, and a tap. These items spell out the word CHEAT, and James will be invincible for ten minutes.
 - For infinite lives enter the sports level and move along until you get to a giant football.

 The sports and answers The sports are the sports level and answers The sports and answers The sports are the sports are the sports and answers The sports are the sports and answers the sports are the

Here collect the items in this order: lips, ice cream, violin, earth, and snowman. The items spell out lives!



Joypad controls

Up — NOTHING

Left

— James moves left

Right

- James moves right

Down Crouch into a

— Crouch into a tough bullet



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — Extend James' neck

[Y] — Extend James' neck

[B] — Jump

RACING

SUPER

ario Kart is a great racer and makes good use of the machine's Mode 7 graphics and scaling abilities. It is also a tough game to finish, especially on the 100cc and – when you qualify for it – the 150cc.



the faster 100cc races. Your best bet is to choose either Toad or the Koopa – they lack top speed but have good handling, cornering, and acceleration.

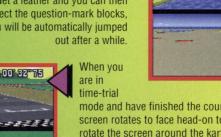
Mario Kart is one of those games which can be won or lost on the character-selection screen. If you take a character like Bowser or Donkey Kong you really have very little chance of winning the gold cup as they are poor all-round drivers and will leave you at a huge disadvantage in





If you are a real Mario Kart ace driver and want a harder challenge or just a laugh this cheat is good. You can shrink the characters to miniature size and then race with them. This means that you can be run over by the other racers, so racing becomes much harder. To do this, on the Kart selection screen press Y, X, and A simultaneously, and your kart will shrink.

In battle mode on the Koopa Beach stage you may have noticed that there are parts of water which have barriers around them, and some have yellow questionmark blocks in them. Get a feather and you can then jump into the water, collect the question-mark blocks, and "surf" around. You will be automatically jumped out after a while.





mode and have finished the course you are racing on, the screen rotates to face head-on to your kart. You can now rotate the screen around the kart by pressing the L and R buttons. This will only work if you have not crashed at all throughout the race, or even bumped into anything: it may take a bit of practice but it is worth the effort to see.

On the faster levels the start is all-important. This can be the difference between having a good lead or having everyone whizzing past you and leaving you at the back, so to get that elusive "fast start" every time... wait for Lakitu to float in the cloud with the starting lights, wait for the first light to flash, then hold down the B button after the lights have finished. You will zoom ahead of the pack.





There is an extra cup competition after the Star Cup, with new courses which are far more challenging – the only problem is that you have to win gold in the 100cc Star Cup race to be allowed to compete. But you can also access it with this cheat. Select one- or two-player time-trial option, then move the cursor to the Mushroom Cup at the top left of the screen. Press L, R, L, R, L, R, R, and A – you can now have a look at the five new circuits.



In battle mode the green shells may seem useless as they don't home in on the opponent but they can be quite useful. Instead of hitting the wall and disappearing like the red ones, they rebound off the wall and continue flying around the maze waiting to hit any unsuspecting kart which drives into them; so if you spot your opponent chasing you and you have a green shell, shoot it into a wall. Then move out of its way as it rebounds and watch it zoom off in your opponent's direction!



Shortcuts can help if it is a close race. Some of them are as simple as cutting out a corner by using a mushroom; others can be more complicated, but cut out whole sections of the course. Here are two to get you started.

On Ghost Valley 1, as you come over the second jump there is a shortcut straight in front of you which will cut off a large corner of the course, although you need a feather to be able to use it. Another shortcut can be found on Mario

01' 04"77

circuit 2 and you need a mushroom to be able to use it. Use the mushroom just as you get to the jump and you should gain a lot of speed and be able to clear the corner which the start/finish line is on.

Joypad controls



- [L] Hop or powerslide
- [R] Hop or powerslide
- [X] Switch to rear view in one-player game
- [A] Use power-ups
- [Y] Brake
- [B] Accelerate
- [START] PAUSE

[SELECT] — Switch to rear view in one-player game

PLATFORM

hen you think of platform games on the Super Nintendo the first one that comes to mind is the original and the best, Super Mario World.

Starring the famous Brooklyn plumbers Mario and Luigi, the aim of the game is to rescue Princess Toadstool from the clutches of the nasty Bowzer. This task is not an easy one for the brothers to undertake. Bowzer's minions are everywhere. Crawling koopa turtles, piranha plants, blasting bombs, and cool moles wearing shades are just a few of the creatures here to knock off one of the boys' lives.

There are 96 levels in all, many of which are hidden away through secret exits and pipes. Here is a guide to all the hidden levels and star worlds.



1 DONUT PLAINS 1 — Just before the end of the level there's a block of green squares going up. If you've triggered the green switch palace, then run up the blocks. If you haven't, just use the cape to fly up.

2 DONUT PLAINS 2 — Go up the second green pipe. Spin on the blocks covering the shell, making sure you don't destroy it. Throw the shell up to hit the highest block. A plant will grow out of it. Climb this to find the key!

3 DONUT SECRET 1 – Swim right and pick up the switch plate. Carry it right, remembering that Mario can't

swim properly when holding an object. When you reach the coins and prize block near the keyhole, jump on the plate. Hit the block to reveal a key!

4 DONUT GHOST HOUSE — Get a cape, then fly up to the left of the house and get onto the platform. Keep going right for four extra lives and entrance to the Top Secret Area!

5 VANILLA DOME 1 — Once you have visited the red switch palace, move right as normal and climb up the new red blocks. Climb a plant to find the key!

6 VANILLA SECRET 1 — Move up and right, bashing the two plants and climbing up. With the cape fly up and left, then go through the green pipe to discover Star World!

7 VANILLA DOME 2 — Keep moving right until you find the gap going up. Jump up and left to find the switch plate. Carry it left and bash it. Jump the gap and go down through the coins, then left to find the key — take it past the fish to the keyhole and you will find the red switch palace





8 CHEESE BRIDGE AREA — Walk and fly right with Yoshi, then fly under the finishing post. Spin and jump off Yoshi's back when you have passed the line. There is another finish line to go through and extra lives too!

9 FOREST OF ILLUSION 1 —
About halfway through the level you will see a keyhole below.
To reach it go right and pick up the power balloon from the yellow block — use this to fly

under the platform, dodging the koopa and collecting the key.

10 FOREST OF ILLUSION 2 — Swim right dodging the fish and not going down the dead ends! Eventually the maze will have a tunnel leading left. Down there is a key and entrance to the blue switch palace.

11 FOREST OF ILLUSION 3 — Move right until you find the last high green pipe. Go down this and spin on the blocks to collect the key.

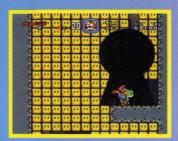


12 FOREST GHOST HOUSE - Run through the ghosts until you find the switch plate. Carry it right and collect the long line of coins. Now hit the plate and go through the blue (not yellow) door. Go up and left, past the first door and through the second for three lives and an exit!

13 FOREST OF ILLUSION 4 - Go right until you come to the blue pipe in midair. Fly up and go through the pipe to find the key and another exit!

14 CHOCOLATE ISLAND 2 - There are a number of exits from this level. It depends on the number of coins you have collected and the time you have remaining! Experiment to discover new levels!

15 CHOCOLATE ISLAND 3 - Go right to the end of the level and fly up underneath the first exit to discover another to go through!



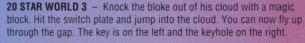
20 🕾 🏋 🤲

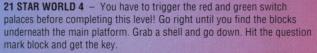
16 VALLEY OF BOWZER 2 - Move through the first three sections until you get to the end of the yellow moving floor. You can go up above the screen by jumping up and left from the overhanging yellow platform. Move left out of sight and you will find a secret room with another keyhole!

17 VALLEY OF BOWZER 4 - Reach the end of the level with Yoshi and he can use his tongue to grab the key through the wall. Now you can go "Through The Keyhole"

18 STAR WORLD 1 - Smash your way down through the blocks on the far right side to find the hidden exit!

19 STAR WORLD 2 - Instead of going through the pipe at the end, swim underneath it to find the key.





22 STAR WORLD 5 - Get to the switch plate and hit it while hitting the yellow block above. Face right and the trail of blocks will form a long platform. Use this as a runway to take off with the cape - up in the top of the level is a secret section with another exit!



- · Remember that all the levels marked with a red dot on the map have more than one exit to them!
- . To collect 99 lives go to Forest of Illusion 1, get to halfway and cut the tape. Go right, kill the turtle,

then jump at the multi-power block when it's a mushroom. Collect it when it's a flashing star - now you've got invincibility. Run right, making sure you kill every enemy. You're awarded points, then lives. By the time the invincibility runs out you should have 20 lives. Quit the level by pressing Select and Start. Repeat the process until you have 99 lives.

 On the Special World you can hear the original Super Mario Bros theme tune by leaving the game for a couple of minutes, until the music changes.







Code cracking **Action Replay**

7E0DB405 7E0DBE05 7E0F3303 7E001902

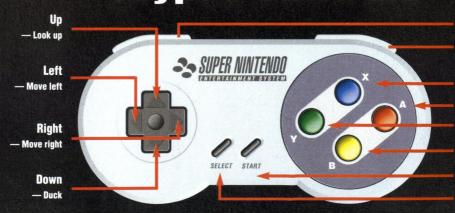
Infinite lives for Mario Infinite lives for Luigi Gives you infinite time to do a level Gives Mario the cape indefinitely

Game Genie

82CA-D7DD Infinite live

DD3A-6DAD Start and stay invincible most of the time Little Yoshi grows big after one enemy

Joypad controls



- [L] Shift screen left
- [R] Shift screen right
- [X] Run, hold, eat, spit, throw
- [A] Spin jump
- [Y] Same as [X]
- [B] Jump, float,
- swim, fly [START] — PAUSE
- [SELECT] NOTHING

SHOOT EM UP

wo brave heroes fight their way through dangerous terrain, packed with robotic enemies intent on their destruction.

Shoot-'em-up fans will be pleased by this explosive epic. Super Contra has everything that a good game of this type should – tough end-of-level bad guys, plenty of levels, and lots of variety.

The game is set a century from now. When evil space mutants invade, the two remaining members of a once-strong Earth army set out to rid the world of these terrible automatons.

Our two heroes must fight their way through six missions full of fire and devastation, killing the armor-clad nasties and the end-of-mission monsters, which include a giant turtle-like fighting machine, twin robotic giants, and a demonic figure that rips through plate metal.

Throughout each tough mission you'll get the chance to hang from missiles and ride high-speed advanced motor bikes, which gets hard in two-player



mode. You are armed with a standard laser but can pick up power-ups and use them when you want. As in most shoot-'em-ups, you also possess a limited special weapon which can be topped up by collecting certain power-ups.

Although the option mode allows you to choose a 'normal' difficulty, to complete the game you must play with a 'difficult' setting,

which means more aggressive bad guys and an extra boss. You also have the option of one or two players; the latter is much trickier as you spend time waiting for your companion, so you'll need to be on your guard.

Here are tips for two levels, which will give you plenty of practice at climbing, jumping, and other skills you'll need to perfect.



Mission 1

This mission starts as a basic running shoot-'em-up. It's important that you watch your back on this level, as the bad guys will creep up behind you as well as above and in front. Be on your guard when you run past the dogs – they also run up behind you. Later in the level there are fortified walls that constantly fire at you; avoid the laser fire and keep firing at the red sphere near the middle of the wall to destroy it. You'll encounter another of these later.

After this you'll find a tank. Jump into it and keep pressing fire, which will activate the tank's cannon. Try to make sure that you're hit as few times as possible or you'll lose the tank.

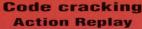
Halfway through, a bomber will fly over and bombard the ground with nuclear fire, which means you'll have to leap onto the collapsed stone platforms for most of the level. Take care when leaping from platform to platform on this level – the fire beneath you will occasionally spurt out fireballs and columns of lava which can knock you off balance and cause you to fall into the fire below.











7E1F8A63 Infinite lives player 1
7E1FCA63 Infinite lives player 2
7E1F8C02 Infinite bombs player 1
7E1FCC02 Infinite bombs player 2
Game Genie

22C3-DD01 Shield lasts forever in side-view 22E4-0D09 Infinite bombs in side-view

CBAF-ADD9 Bomb icon gives 9 bombs
CB8A-AFDF Get 29 lives every 20,000 points

When you finally reach the end of this level, you'll face the Beast Kimkoh, the turtle-like creature that fires everything it's got at you, including lasers and strange flying insects. To kill him just keep firing at his heart, which glows red; he'll eventually erupt into a ball of flames.

Mission 3: The Old Cyber Steel Factory

It's important to grab the first weapon offered, which is the fire gun-you'll find this very useful for killing some of the

enemies on this level. Leaping and hanging onto the railings are the trickiest parts of this level. While hanging onto the railings you'll be attacked by Gigaflies, flying mutants which will carry you away if you're not careful; blast them before you go

you away if you're not careful; blast them before you go any further.

The first of many bosses appears later. While hanging you'll be attacked from below by the Chrome Dome. To defeat him, hang onto his spinning rail and keep firing at his red spot. Be careful: when you've destroyed him, the rail will spin extremely fast, so leap off as soon as possible.

After he's gone, start to climb up the steel wall. Here you'll face the Tri-Transforming Wall Walker. As you scale the wall, he will follow you and keep firing at you with missiles, so

you'll need to dodge them – at this point firing at him will do no good. You'll be able to start shooting as soon as he pulls away from you and exposes his red vulnerable point. Use your special weapon every time he uncovers his red spot, and this should soon kill him off.



On the rest of the level you'll come up against the Flying Squito nest and the terrifying Robo-Corpse, which is one of the trickiest bosses to defeat.







Left — Move left

Right — Move right

Down
— Look/point down



- [L] Weapon select
- [R] Weapon select
- [X] NOTHING
- [A] Nuke
- [Y] NOTHING
- [B] Fire
- [START] PAUSE
- [SELECT] NOTHING

PLATFORM

-606

uper Putty is a conversion of the Amiga classic Silly Putty with some extra

features. Needless to say it's excellent, with brilliantly detailed and animated characters, plus some of the best speech on the SNES. It's a very tough game and offers one of the best challenges around. This tips section is designed to give you hints and tips without giving away all of the game surprises.

Bad Boys

Here's a brief guide to some of the baddies that you'll meet. Below you'll find a brief description of the enemy, where he is usually found, and how he'll attack; plus the best method for killing him, if there is one!



Scouser Sausage

This cheeky fellow is found dotted throughout the game and can be a bit of a handful. He runs up and down platforms taking energy every time he hits you, so try to avoid him. If you do punch him he lets out a cry in a great accent. You can't kill him with the normal punch and can't absorb him, so just how do you kill this pest? It's simple if you know how: collect the false teeth and you'll be able to absorb him with no trouble.

Terminator Carrot

Mainly found on level one, but sometimes makes a reappearance on later levels. When he sees Putty he lets out the cry "Uzi 9mm" and starts to blast with a barrage of shots. Each bullet will do Putty damage, so try and avoid him as best you can. Killing him is relatively simple; you can use the punch.



Red Blobs



This bouncing red blob jumps up and down platforms absorbing anything that gets in his way and is therefore quite tough to kill. You can't use the punch on him as it has no effect and you can't absorb him either. When the rabbits appear next to him absorb one and then change Putty into a blue version of this; when near the blob he'll try to absorb you, thinking you're a real rabbit. Putty can then change back and burst the red blob from the inside.

Light Bulbs

These are quite a troublesome enemy and are usually found in groups of more than three. They'll take energy away every time they touch Putty so try to avoid them if you can. Killing them is slightly more difficult; you can't punch them and you can't absorb them. You will first need to find an electric worm – they are usually found climbing up the walls under the bulbs – and as they move down absorb them. Now turn Putty into one and he will automatically climb up the wall and electrocute the troublesome Light Bulbs on the platform above.





Bird In Nest

On level one there are a few of these baddies right at the top. They sit on their nest and throw out baby birds which then make their way down the level attacking Putty whenever possible. There's no way of killing them directly and they don't do damage to Putty so they are best avoided or they'll kill you in no time.

Green Goblin

This is a large green goblin on level three. He walks up and down the platform and is harmful to touch. As with a number of baddies, you can't kill him

without the aid of a special weapon. This is the false teeth which should be collected before you attempt to kill him off. The green goblin is fairly slow and easy to avoid so only kill him if you





Pig On Space Hopper

This strange baddy is found on the fourth level. Pigs bounce around on space hoppers and if you are foolish enough to get in the way they take a chunk of energy. You can't kill them by using the punch and you can't usually absorb them. Kill them off by collecting the false teeth and absorbing them. It's a good idea to kill them as soon as possible as they hang around the exit and can kill you just as you're going to finish.

Stretching Skills

In Super Putty stretching is the key to success.

Putty can jump across gaps but you're far better off using the stretch ability as it's faster and you won't get caught in the air by an enemy

Another useful ability that Putty has is to lie flat on the floor; when he does this he's completely invincible to anything that may attack. Using this to good effect is an essential part of the game's later stages and should be practiced as much as possible. This skill is also used for absorbing

> baddies and the machines that you're trying to rescue. Putty's jumping skills are good but he is a

little slow in the



can alter your direction slightly when in mid-air. Putty's best skill by far is the way he can mould to the shape of certain objects in the game. The rabbit on level four is a good example of this; Putty first absorbs this object and can then become a Putty version of the character. This is very useful for killing certain bad guys and is a puzzle which crops up throughout the game, so keep a good look-out. Use the Gym option, too, to practice all of the above skills as it will profit you later on.





Up Look up SUPER NINTENDO Left Move left Right **Move right** SELECT - Duck

[L] — Punch left

[R] — Punch right

[X] — NOTHING

[A] — Stretch

[Y] — NOTHING

[B] — Jump

[START] — PAUSE

[SELECT] — NOTHING

SPORT

uper Slam Dunk has some of the best
Mode 7 effects of any game. The scaling
and rotation are amazing – but the game also packs a challenge if you
are playing on the hardest difficulty setting, so let's hit the court!







General Playing Tips

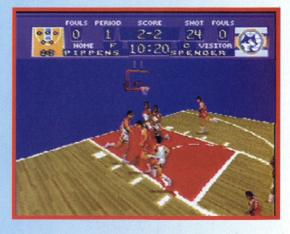
At the tip-off try to get the ball – it should give you the advantage of scoring first. If at the end of the game there are only a few points between you and the opponent, it could make all the difference.

As the game wears on the players become more and more tired, so you must change them. A tired player can't run as fast as a fresh one and his passing is less accurate. After half-time all the players are back to full fitness, but they don't recover at the end of each quarter. A good tactic

is to use your best players – the starting line-up – for the first quarter, then rest them until the final one. This means you finish the game with your best possible line-up.

Defending

If the game is close your defending will become very important, so make sure you have mastered the controls. Learn how to select the right player. Don't take one who is level with the ball carrier - the chances are he will run by before you get a chance to tackle him. Instead, take a player a little further down the court, move him toward the ball carrier, and then attempt to steal the ball. But only try to steal a few times from each player or you will give away a foul. Always look down court when defending to see exactly where your defenders are



so you don't get caught out by a quick pass. This also allows you to move a player into the path of the pass and try to intercept it. When the computer is passing try to anticipate where the players will pass to – intercepting the ball is far easier than stealing it. If the computer does get into shooting range and is about to try to score, jump up and try to block the shot. This is hard but if you succeed you will stop the opponents scoring and will have possession of the ball. It is virtually impossible to block a dunk so it's not worth the time it takes your player to jump!



Passing

When you are going to pass the ball a colored square appears over the head of the player you will pass it to. Look out for the color – this tells you the likelihood of the pass being intercepted. Green means an easy pass, yellow means average, and if the square is red only a madman would go for a pass. If you are very desperate or have a huge lead you can ignore this advice and go for the pass anyway, but if it is a close game it's simply not worth the risk. The length of the pass is also important: a short pass has a good chance of getting to its destination, whereas a long full-court pass may have a lot less chance.

Shooting

This is the most important part of the game, and probably the easiest. Try to get as close to the basket as possible – if you are close enough the player will slam dunk the ball and it is impossible to miss. If you go for a shot a bit further away it depends on the coverage the player has – if he has a defender very close to him his shot may be blocked. Your best bet is to pass the ball around and wait for a man to get free and have a clear shot. This should give him a much better chance of completing his shot. The three-pointer is a very risky shot and should only be attempted if you have a good lead and have no coverage on the shooting player.



down court

Substitutions

As the game wears on not only do the players get tired but they accumulate fouls, and when a player has a certain number of fouls every foul he commits thereafter is awarded two free throws. Try to keep all your starting line-up foul-free so you

can play hard in the final quarter; fouls are mainly committed when going for a steal, so take extra care. If you are awarded a foul and you get a free throw, make sure you get it — it could be the difference in a close game.



Joypad controls

Left
— Moves player left

Right
— Moves player right

Down
— Moves player

- [X] Changes player
- [A] Pass/Steal
- [Y] Jump to block shot
- [B] Shoot/Change defensive player
- [START] PAUSE
- [SELECT] NOTHING

SHOOT EM UP

The game show of the future, Super Smash TV, involves running round the studio and killing the other contestants. It's suited perfectly to the SNES, with the four buttons giving a 360-degree firing range – just like the arcade

Cheats

- To get up to seven continues, go to the option screen and highlight the two-player box, then, while holding down the L and R buttons, hold Up on the joypad until you hear the magic word "Bingo!".
- If you're too lazy to play all the first few levels, try this to get straight to the "Pleasure Dome". Collect ten
 keys on the first level by blasting Mutoid Man until he can't shoot back. If you've got the patience,
 he's got the keys.
 - When you've got enough keys the message "You have enough keys" will appear, and the exit at the bottom of the screen will take you to the Pleasure Dome.
- If you've discovered all the secret rooms you can find a question mark in each one. There's also one in the Pleasure Dome and one when you dispatch the game-show host.
- To see the programmers' names simply bring up the Acclaim logo and hold down the L and R buttons. When the quill appears press B for a full credit list.
- Wimps who don't want to fight anyone should enter this circuit-select code. Press Right, Right,
 Up, Down, R, and L on the title screen. After choosing which level you'd like to begin on and
 starting the game, before you enter the door in the next room hold down Select. Now everyone
 dies the moment you appear, a disembodied voice says "Let's go!", and all the exits open up.
 Repeat this in every room to get out alive.
- Masochists can speed up the action. On the options screen press Left, Right, Left, Up, R, and R, for a challenge that's twice as fast.

And now, a definitive guide to the nasties.



Mutoid Man

The first guardian, Mutoid Man, isn't too difficult to get past – it's getting past him with all your continues intact that's tough. After a few mere mortals have been dispatched he bursts through the wall, laser eyes blazing. First get rid of the two gunners from the front of his tracks, then try to stay behind him as much as possible, venturing out to collect vital power-ups (you can't hurt him with your standard gun). After a while he'll roll backwards – get out of the way and stay fairly close to him where the laser eyes

can't get you. That's about it, and with practice he'll become no problem.

Scarface

Surviving Scarface means destroying every bit of his shield. Whenever you pick up a grenade icon on this screen you also get a force-field so you can go in close. but this just makes killing Scarface possible, not easy! Get near him, loose as many grenades as you can, then run as far away as possible before doing it again. Once all segments of the shield have gone and you've shot his face off, a skull appears lobbing fireballs. Use high-powered grenades to corner him - your force-field should protect you - and



bounce the grenades off the walls at him. Remember his fireballs are quicker than you, so keep moving.

Cobra Twins

These two must be psychic twins because hitting one does them both damage. Stay behind them if you can, to avoid the lasers from their mouths. Don't get too close or the spinners will get you – just keep moving and firing at whichever head is closer.

The Pleasure Dome

This is just a room full of bimbos who hang off the host. Only minimal force is necessary, then get the penultimate question mark, and it's on to "Eat My Eyeballs"!



Eat My Eyeballs

The very last screen, where you find out that the smarmy but apparently harmless host is in fact very harmful. He'll appear as a thing similar to Mutoid Man, but quicker, tougher, and with fireball eyes instead of lasers. Use the same strategies as you did for Mutoid Man, although you'll almost certainly lose some lives here.

Persevere and he'll fall, enabling you to get that elusive last question mark...

Watch out for keys: without them the game becomes a lot longer. You'll have to redo "Not Enough Keys" over and over until you have enough to get into the Pleasure Dome. The best rooms for keys are these: Collect 10 Keys, Meet Mr. Shrapnel, Eat My Shrapnel, Mutoid Man, Defend Me, Film At 11, Firepower Is Needed, Lazer Death Zone, Turtles Nearby, Meet My Twin, and Almost Enough Keys.

Code cracking

You have more than enough cheats, hints, and tips to get any sporting gentleman through Super Smash TV. We aren't stupid, though – we know some of you aren't sporting gentlemen, and for those game fiends here are the Action Replay Cartridge codes:

Infinite Time

Player 1 - 7E189906, Player 2 - 7E189C06

Infinite Weapons

Player 1 - 7E189B06, Player 2 - 7E189A06

Infinite Lives

Player 1 - 7E053105, Player 2 - 7E053205



Joypad controls



[X] — Fire up

[A] — Fire right

[Y] — Fire left

[B] — Fire down

[START] — PAUSE

[SELECT] — NOTHING

PLATFORM

999

ased on the first story in the famous sci-fi trilogy, Super Star Wars blasts onto the SNES in great shoot-'em-up style.

One of the most successful sci-fi films of all time is transformed into a fast-moving, action-packed epic. This game will blow the minds of all fans of the Star Wars movies. All the familiar characters are here: Luke, Darth Vader, the meddling Jawas, and that wonderful robotic duo R2-D2 and C3P0.

The game starts with Luke Skywalker on his home planet of Tatooine. He must reach the corrupt town Mos Eisley to meet up with Han Solo and escape the planet. After he's left Tatooine he must fly into the dreaded Empire's space stronghold, the ______ Death Star – then destroy it, or have himself and the Rebels destroyed.



Tatooine Desert

On the Tatooine levels you start with Luke and later can choose either Han Solo, the blastertoting smuggler, or his hairy Wookiee co-pilot, Chewbacca. Each of these characters has his own firepower. Luke has his trusty light saber, Han has his blaster, and Chewbacca has his large blaster rifle.

person de les



Land Speeder

On one stage you get to drive in the land-speeder, a high speed jet-

propelled vehicle. The object of this mission is to kill Jawas and reach their huge iron tank-like transporter known as the Sand-Crawler. The Jawas appear in front of you but if you miss them they'll attack from behind. To get to the Sand-Crawler at high-speed, collect jet fuel, which is indicated in the top right of the screen, as well as energy which can also be replenished by picking up a power-up icon.

The best method is to save your jet fuel until it's time to race to the Sand-Crawler. It's always a good idea to keep the Sand-Crawler in sight on the horizon, so you never get lost.



Sand-Crawler

Once inside the Sand-Crawler you'll have to be on your guard – there are Jawas, killer robots and hidden lasers galore. Among the trickier traps on this section are the force-field doors: if you walk over the sensor it will activate the force-field. You cannot pass this door while it's activated. The only way to pass is to perfect the slide move and slip through the door before the force-field is activated. This needs a bit of practice but is worthwhile, as you can use this move in other tricky situations later.



The lava jumps towards the end are also difficult. You need to be precise when you jump, but not too slow as the lava spits jets and will knock you off if you hang around. At the end of the lava jumps you'll meet an even tougher foe than the Sarlacc, the dreaded Lava monster. Place yourself in the middle of the platform, and jump when he fires lava jets at you. It's a good idea to keep an eye on your energy. The lava monster's energy bar is a lot longer than the Sarlacc's, which makes him even tougher. When you've destroyed this adversary you move to the next stage.

Land of the Sand People

This time, you run around the crumbling cliffs and ridges of Tatooine. The nasties on this level are the Sand People with their huge transport mammoth-type animals known as the

Banthas. On this level you can finally use your light saber as well as your trusty blaster. Beware of the crumbling rock bridges - as soon as you run across them they start to crumble, so the best thing to do is keep running. At the end of this level you face a large Wamp Rat. To blow it away, jump up and down repeatedly while firing your blaster, and you'll soon bring it to its knees.







Mos Eisley Cantina

You then enter the cantina. Kill as much as you can and destroy the huge nasty at the end. It's advisable to use Chewbacca for this stage as he's taller and

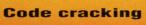
ideal for dealing with the end boss



Hangar Stage

The final stage on Tatooine is a tough one. Fight your way through to the Millennium Falcon and leave the planet to team up with the rebels and destroy the Death Star. On your way to the hangar you must fight your way through exploding droids, Storm Troopers, and many laser cannons. At the end of this level, you confront the final nasty surprise on Tatooine. It's an Imperial fighting

machine controlled by three Storm Troopers, one of which is hidden. Keep out of the way of the laser fire and keep shooting each weapon. It's also handy if you have a joypad with a slow-motion function. This will help give you enough time when dodging the laser fire. After you've left the planet of Tatooine, you must board the Death Star and destroy it ..



7E08FB03 Unlimited lives 7E0A7920 Unlimited energy 7E087224 Always have use of jets

Need no Jawas, just head for Sand-crawler

7E011C0X This parameter is used for varying the difficulty. Try lots of values in place of X

Up

May the FORCE be with you.



Joypad controls

Jump Left - Walk/slide left (with B)

Right Walk/slide right (with B)

> Down - Duck



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — NOTHING

[Y] — Fire/Swing

[B] — Jump

[START] — PAUSE

[SELECT] — NOTHING

SHOOT EM UP

he action-packed Super Swiv sees the powerful combination of jeep and helicopter setting off to cross a rugged terrain which is full of hidden nasties lying in wait. Will they survive for more than thirty seconds?

A major emergency has occurred – several of the military prototypes have mysteriously disappeared while being tested on maneuvers, leaving the military completely baffled. They realize that the blame lies with a strange new race known as the earth dwellers, who have captured the prototypes to use in their expanding army that will soon be used to take over the entire world.

The military send out two of the most powerful weapons they have left. One is a high-powered jeep capable of hair-raising speed and powerful firing. The other is an advanced helicopter with terrifying weaponry.

One or two players can battle it out with the enemy over tough terrain. A oneplayer game just uses the chopper; two players can play both vehicles simultaneously.

There are six tricky levels to blast through – the sweltering heat of a huge desert, a dangerous jungle packed with camouflaged land mines and missiles, and an active volcano to the final enemy complex.



Each vehicle has its own advantages and disadvantages. The helicopter is able to fly all around the screen but has limited firepower, whereas the jeep has multi-directional firepower but can only travel over certain terrain. Both are able to pick up the same power-ups. There are eight to collect; these can be obtained by destroying enemy installations, enemy vehicles or big nasties situated towards the end of levels. Most weapons are limited or disappear when killed, so use them wisely.

Special icons are obtained by destroying yellow bunkers scattered throughout each level. Pick up as many of them as possible. Don't worry if you can't collect them all; don't risk your lives for the odd icon.







Other useful icons to pick up are protective energy shields. These can be obtained by shooting the glowing spheres scattered throughout levels. The special weapon icons to be picked up take the form of orange stars that appear after you've destroyed several enemy installations.

Powerful icons



Bullets: Slow but powerful. The more you collect the faster they get.

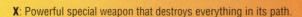


Flame: Powerful stuff at close range. Collect more to increase power and range.



Plasma: Faster stream than bullets, collect more for a wider range.







S: Scorch weapons; they explode into a ring of fire around the player's vehicle.



H: Homing missiles that launch on a seek-and-destroy mission.



Level 1

Here's what to expect throughout level 1. Some of the bad guys are repeated on later levels. As soon as you enter the level you'll see your first yellow bunker; destroy this and you'll find a healthy supply of green bullets (see icon key). There are three more of these bunkers on this level for you to plunder. In them you'll find S, X, flame, and plasma icons. These should keep you in a good supply of weaponry.

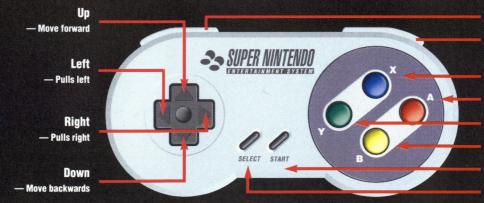
You'll first be attacked by green helicopters that circle around. It's a good idea to use normal bullets against them as they are slow; you'll be able to use a sweeping motion to destroy more. The helicopters will soon be joined by rather pathetic tanks that only fire one slow shot; they only need a few quick bursts to destroy them.

Be careful to keep a good eye out for any other enemies creeping up on you. You'll next encounter camouflaged anti-aircraft guns. These take a bit of killing, so stay out of their way when they fire or you'll be reduced to flames. By now you should encounter your

first shield power-ups. Collect one and shoot at the second; this will have the effect of a smart bomb which will destroy everything else on screen. The rest of the level is much the same but with a few new additions including high-speed fighters which fly straight at you. There are also trains and monorails that can be destroyed to obtain power-ups. At the end of the level you'll come up against the final big war machine. This is equipped with two huge laser weapons and various hatches that open to allow tanks and helicopters to fly out and attack you. This is where you should use your special weapons. It's a good idea to try to get rid of the two huge laser guns first – watch out for the firepower; it will destroy you if you hang around in one place for too long.

When the guns are destroyed, it's the turn of the rest of the machine to get the stick. Keep blasting away at the hatches after the tanks and helicopters have appeared while dodging the bullets, missiles, and laser fire. You'll soon destroy it.

Joypad controls



- [L] Change weapon
- [R] Change weapon
- [X] Fire
- [A] Jump (in the jeep)
- [Y] Special weapons
- [B] Fire
- [START] PAUSE
- [SELECT] NOTHING

et your yellow balls out and your racket to the ready and prepare for one of the hottest tennis sims on the SNES today.

For any big tennis fan, a near perfect simulation is something that's very hard to find. Super Tennis, however, comes pretty close to capturing the atmosphere of this exciting sport, with multiple players, competitions and surfaces. Just add strawberries and cream for that (very nearly) genuine Wimbledon feel!



CAPRIA



CHIVAN



EDOBOU



GARIZO



GURAFFE



LENDOU



MALEVA



MAKUN



MATSU



NABURI



NANA



NAOPAU



OBEKKA



SABA



SAMPLE



SANCHA



SANCHO



SELESE



VICHI



WAGASI

What lets most sports sims down are the controls and how close the game is to the sport it's simulating. With Super Tennis, the maneuverability of each player is one of its best assets. There are eleven male and female world-class players for you to choose at the beginning of the game. Each player has his or her own special strengths at either serving, lobbing or volleying. The better players are found across the top and the less able players are at the bottom of the screen. For example, Lendou has a great service and moves fast when returning the ball, whereas Nana is slightly sluggish on service and much slower when running for the ball.

All four buttons on the joypad are used to perform special moves (see controls list). Also when

combined with the directional control it's possible to add certain hidden moves such as spin and curve which can be found after a bit of practice. There's even an option to change the colour of the ball to make it stand out. Just pause the game and move the directional controller left or right.

Surface tension

There are three surfaces to choose from: grass, clay, and hard. Grass tends to be the easiest for beginners as the ball travels a lot slower when it bounces on grass, giving you plenty of time to prepare yourself for the return. On

At the start of the game you are given the option of play against a second human competitor or against the computer.







This can either be doubles or singles. There's also the choice of whether to play a normal friendly game or one player in the tournament or circuit. When you're in the tournament you travel to different countries and compete against the star players. As you win each open championship you progress to the next championship which gets progressively harder until you eventually reach the fabled exhibition match in which you compete against a notoriously hard player resembling the devil on a red court! He's the hardest player; when you've beaten him you've reached the end of the game, but it could take you months to do. On the doubles option you can either compete against a human player and computer player or play on the same side as a human player against the computer doubles which takes some getting used to but is lots of fun. At the end of each match, a list appears on the screen showing how well you've

done. It gives you a percentage on your services. If you served perfectly throughout the match it gives you 100%. It tells you how many aces you scored in the game (how many service balls missed by the other player). It also gives you the final score and tells you what sets you won them on.

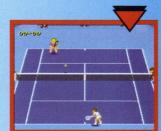


Rules recap

One of the best things about Super Tennis is that even if you are not that familiar with tennis, it's easily picked up throughout the game. You can choose a match up to five sets long or down to one set long. To make things perfectly fair each player has to swap sides just as in

normal tennis. Because of this, some players will find it easier playing either at the top or the bottom of the screen. The scores are flashed across the screen every time someone scores and every time you change ends. As in the real game, the court is marked with white lines that mark

in the real game, the court is marked with white lines that mark boundaries where the ball will be in or out. When you serve, the player can stand anywhere on his half and can move in towards the net or out afterwards depending on where the ball falls. At each end of the net there's a strap marked by white lines; if the ball falls in here during a singles game it's counted as out. On a game of doubles the court is widened. When serving, the ball must be hit diagonally into the small square for it to be a proper serve.



Code cracking

Sporting codes

The first code allows you to play one of the exhibition matches against a contestant called Tomkin (THIS WILL ONLY WORK ON PAL MACHINES).

K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL WJPVKMW, IJJ.

The second code allows you to get to the last championship with the largest possible amount of championship points.

K8XD3HR, FTLWJPC, ZGNYBQ1, 4065C6P, DJSTK8X, D3HRFTL, WJPUKMW, IGG (THIS WILL ONLY WORK ON A SUPER FAMICOM).

Joypad controls

Up

Move nearer the net

Left

Run to the left

Right

Run to the right

Down

Allows server to bounce the ball

- [L] Bias serve to left
- [R] Bias serve to right
- [X] Difficult to return drop shot
- [A] Light serve / return
- [Y] Return with lob or high shoot
- [B] Serve or return normally

az is the ultimate party animal and star of many fun-packed cartoons from Warner Bros. Now he's in his very own SNES game - an excellent road-based arcade-style smash!

A Tasmanian Devil's belly is never full. He's always on the look-out for food of any shape or form. His main snack attack consists of a large quantity of kiwis, cute yellow-feathered birds that are swift on their feet. They dash up and down the road and Taz must run after them, grab them, and gulp them down.

There's a variety of creatures and vehicles out on the roads to either help or hinder Taz. Here's the lowdown on each.



Didgeri Dingo

This character is the Acme delivery man. He rides along on a scooter and if Taz runs along behind him he'll hold out a package to gobble; to grab the package, repeatedly press the Y button. Sometimes the package will contain nice items like food or roller skates but other times you'll get a booby trap

Wendal T. Wolf

He's a cute little fellow but is as nervous as they come. He'll jump onto Taz's back and put his paws over his eyes, making things difficult to see. To shake this nuisance off just use the tornado spin. Otherwise he'll stay on for the ride!



Pterodactyl

This prehistoric flyer is a right pain in the neck - literally! If he gets the chance he will grab Taz and carry him back to the start of the level. You can wriggle free from his grasp by repeatedly pressing the control pad left and



Strange Archer

These are odd characters. You hardly get to see them as they move around so fast. They'll pop out of the undergrowth and fire arrows at Taz. Avoid these as each one will take away a valuable energy point. Jumping out of their line of fire is an effective way of surviving.





Buddy Boar

What a dude! He zips up and down the road in his leather jacket chatting away on his mobile phone. Unfortunately for Taz he never looks where he's going and will run our hero down. Keep out of his way and jump the car if it's heading for you.



Acme Tour Bus

153, 490

The driver of this bus is insane! He swerves from side to side and will knock Taz for six if he hits him. As with Buddy Boar, the bus can be leapt over. You'll know when one is about to enter the screen as you can hear the engine and horn.



She-Devil

She's only got Taz's best interests at heart but can ruin the whole

game! Being madly in love with the hero of the story she scours the outback in search of a kiss. One peck from her ruby red lips and it's Game Over! Just keep well out of her way and jump if she's nearby.



These alligator hunters are out to catch a Tasmanian Devil for their tea. First they will ride by on their motorbike and sidecar, then they'll come back

towards Taz and try to catch him in a net. Jump to avoid this or use the Tornado Spin to split their contraption. If they catch Taz he'll end up in a zoo!

Power-Ups

Being a Tasmanian Devil there's only one thing on your mind in

this game - food! There's plenty of nosh on offer but also a few undesirable items to keep an eye open for. Here's a list of the power-ups and booby traps to keep them peeled for.



Kiwi: Taz just loves these little yellow birds whether on toast, oven-baked, or scrambled. There're worth a stunning 1000 points each but are a little tricky to catch. You need to capture a set amount to finish each level so you must persevere. A good way of getting one in the bag is to run along behind them, repeatedly pressing the catch button. They can occasionally give an extra burst of speed but can usually be grabbed without too much fuss.



Red bird: these chirpy chappies are worth 250 points each but that's not the main reason for catching them. They also provide an extra ten seconds of time – very handy in the outback. If you are ever running short on time concentrate your efforts on catching one of these birds.

Blue bird: the outback is full of these fluttering feathered friends and they are also worth 250 points to the score meter. When gobbled they will also bump up Taz's health energy meter to help him spin another day.



Bone: these don't provide anything of much use unless you're going for a high score. 100 points for one isn't bad. Didgeri Dingo is the man to chase for one of these.

Meat: Didgeri Dingo also has meaty treats in his little Acme box; 200 points for gobbling a chunk of meat plus a boost to the energy meter. But what if you're vegetarian?



Dynamite: well, I wonder what this could do? Yup! You've guessed it. One munch on a stick of this and Taz is blown up! He stands there in the middle of the road all black and smoking! If one of these is launched from Didgeri's box – run for it!

Trap: ouch! When these come out of the Acme box they'll snap onto Taz and cause excruciating pain. Jump out of their way or use the tornado spin to get the hell out of there.



*



Code cracking Game

DB30-D43A 9 timeouts for player 1

Genie

DB30-D74A 9 timeouts for player 2

3C3A-0FAD Infinite timeouts for both players

Joypad controls

Left
— Move left

Right
— Move right

Down
— NOTHING

[L] — Look around

[R] — Throw Taz tantrum

[X] — Emergency stop!

[A] — Tornado spin

[Y] — Jump

[B] — Grab/eat/push

[START] — PAUSE

[SELECT] — NOTHING

SHOOT EM UP

Terminator 2 sees you taking the place of Arnie from the movie, sent back to protect

John and Sarah Connor from the lethal T-1000. Aah, the smell of titanium grease, the chink of fresh rivets in the morning; there's nothing like robots from the future.



- Try to get the shotgun as soon as possible, it goes heavy on the bullets but it's easily worth it.
 Use the pistol as a last resort only.
- Always grab medical kits as soon as they appear; energy replenishment is essential. Ammo is less vital and more common, so go for the energy first.
- Watch out for the automatic rifle on later levels. It drains your bullets faster than the eye can follow, so use it sparingly, but it's wickedly effective and great fun.
- When John and Sarah Connor are following you, try and keep moving to minimize the number of hits they take. If you have to stop and shoot someone, do it so that the humans are behind you, and Sarah will help out anyway. The driving levels are fairly self-explanatory, but here's the guide to some of the shoot-'em-up levels.

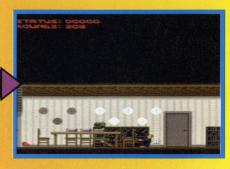


Level Two – John's House

This stage is littered with booby traps in the form of time bombs which appear from nowhere at your feet. As soon as you see one, start walking and keep going to avoid the blast; you have to be fast. John Connor's ID is upstairs, in his bedroom. The future objects are lying on the floor outside, in John's bedroom, and in the back yard behind the house.

Police will turn up in force, so try and get as much done as possible in the first minute or two before they arrive, and don't forget to read the answering machine message by standing in front of it and pressing Up. The T-1000 shows up every couple of seconds (feels like it, anyway) and can be a real pain. The only way to stop it is to blow up an object behind it, whereupon the phantom morpher will be thrown





backwards by the explosion. Just about everything can be blown up by being shot, from cupboards, glass display cabinets, and chests of drawers, to bathroom mirrors and bedside tables. Basically, if it's furniture then you can use it against the T-1000, so don't shoot the backgrounds until he appears.

Level Four - The Mall

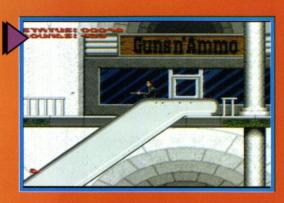
The Mall has two main objectives: collect the four future objects and locate John Connor (the answer phone told you he'd be in the arcade). There are police everywhere so you'll have to

be quick on the draw; the pistol is quite useful to start off with. However, if you go to the right-hand shops, on the upper level there's one called Guns 'n' Ammo. Walk in here and blow up the counter to find a gun on the floor. This is the automatic rifle, the best weapon in the game. It's fast and deadly and eats bullets for breakfast, so use short bursts only.

The T-800 heads can be found in the following places. One's in the car park, on the upper level, and can be reached by entering the first door you see and then the door on the first floor of the screen with loads of staircases.

Another is on the floor on the top level of the shops to the left. The third is on the ground on the far left, next to an escalator, and the final object is in the flower shop (left-hand side of the right-hand set of shops). John Connor is in

the arcade (in the left set of shops on the upper level, next to the down escalator).





Level Six — The Asylum

In the asylum where Sarah Connor now resides, there are plenty of police and orderlies to keep you on your toes while you locate her and the five future objects needed. Sarah lives in her cell; so, from where you start, go left out the door into the staircase room. She's on the fourth floor, which is the second level up. Once on the horizontally scrolling corridor, find Sarah in the first room on the right, and she'll refuse to leave. Leave John here (he'll take too many hits following you, anyway) and you're free to go on a killing spree.

The future objects are dead easy to find; the first is in the office on the far right from Sarah's room, guarded by two policemen only. The other four are lying around the place

in various locations over the five floors. Collect 'em and return to Sarah and John where you left them; Sarah should now be more cooperative and agree to follow. Back down the stairs to where you began, and





off to level seven

That takes you roughly halfway through the game, from whereon the rest is little different and after a bit of exploring shouldn't pose too much of a problem. The only bit to watch out for is in the final confrontation in the steelworks: make sure the T-1000 is to your right on the platform above the molten metal. Then shoot him a lot and Sarah will join in and he's history. Hasta La Vista baby, I'll be back.

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] Knee in crotch / fire
- [A] NOTHING
- [Y] Jump
- [B] Punch / fire / pistol
- [START] PAUSE
- [SELECT] NOTHING

PLATFORM

666

The cute and cuddly Tiny Toons from the hit Warner Bros cartoon series come to life in this excellent platform extravaganza.

Buster Bunny is the hero of the hour, with all the baby Toons making an appearance in the game. There's Hamton pig (a baby version of Porky), Calamity Coyote, Dizzy Devil, and Plucky Duck. Buster is, of course, Bugs' offspring. Each level has a new setting with a runaway Western train, Star Wars movie, and an American football field among some of the wackiest on offer. There's also a bunch of bonus games to get to grips with. Life in Toon Town will be a lot easier with some help from these tantalizing tips.

BONUS GAMES

Babs and Buster present a game show after each stage with a spinning wheel full of characters – Wheel of Fortune style. By stopping the wheel you get to play the sub-game associated with that character. Just look at what you could have won...

Hamton – Sliding Puzzle

The puzzle must be completed to create a blue pathway for Hamton to walk along. Complete as much as possible before he starts to stroll – the more apples he collects the more lives are clocked up.



Babs Bunny – Rescue Mission

Babs is Buster's girlfriend and she just loves shopping. In the shopping mall she must rescue as many trapped Toons as possible without being caught by the little girl, Elmyra. If she does, it's hugs and kisses time!

Plucky Duck – Bingo

Our feathered friend is a Bingo king with a giant card. Select six Toon faces to create winning lines. The more you make, the more extra lives are rewarded. The FREE

icon automatically counts.





Sweetie - Weigh In

First you must select five of the characters for your side of the scales. Then the SNES selects five. They all stand on the scales in pairs and the heaviest side wins. The prize? An extra life, of course!

Furrball - Squash

This little pussy is mad at squash. He grabs a racquet and has to hit the Toons dashing across the bottom of the court. Each Toon gives a different power-up, including extra lives, points, and more time to play.

There are some really tricky situations in this cool cartoon adventure. Read these tips and you'll soon be back on track.



BUSTER

Boss 1

This dog security guard will shine his torch along the corridors, then go mad and start charging into Buster. Use the flip kick to hit him three times. He'll then drop a key to open the door to the left, and burst into a pile of stars.





Monster Mad!

At the end of the castle section Buster will reach the laboratory of a mad scientist. As in all good laboratories there's also a monster to watch out for. He'll throw out light bulbs and boulders. The bulbs must be allowed to smash on the floor as they will harm Buster. Kick the boulders back at him to polish him off.

Football Crazy

There's a game of American football buried deep inside Tiny
Toon Adventures. All the characters are in the team, with Buster as the top player. The best way to
win is to slowly gain ground until you are close to the goal line. Then grab the ball and run for the
line. You only have to score once.





Up In The Air

There are various airborne levels to the game, one of the trickiest being the airship. The whole ship rocks from side to side using the Super Nintendo's custom graphic chips. Birds will attack Buster from both directions. Flip kick these. Try to stay near the center of the airship to avoid falling off the side.

Pinball Wizard

There's even a game of pinball in this game, with Buster Bunny as the ball! It's quite tricky to get the hang of the controls. What you have to remember is that Buster can also run up the walls using his dash power as well as bounce off the flippers. Collect as many bonuses as possible and head for the exit at the top of the table.





Big Boss

This dude has a large laser to help him fry our hero. Keep out of range of the gun by constantly moving. Kick the gun in the center to send it off its hinges. It will eventually go mad and fire at the villain!

Potty Passwords

Tiny Toon Adventures has an excellent password system that uses the Toon characters' faces instead of boring old numbers and letters. Use these to access any of the levels.

- Level 1: Babs Bunny/Gogo A Dodo/Montana Max
- Level 2: Plucky Duck/Bookworm/Elmyra
- Level 3: Montana Max/Calamity Coyote/Shirley Loon
- Level 4: Bookworm/Plucky Duck/Babs Bunny
- Level 5: Gogo A Dodo/Calamity/Lil' Beeper
- Level 6: Montana Max/Babs Bunny/Sweetie

Code cracking Action Replay

7E009E03 Unlimited energy

7E00B6A0

Super dash always available

7E008E04 Unlimited lives

Joypad controls



- [L] Dash
- [R] Dash
- [X] NOTHING
- [A] NOTHING
- [Y] Jump
- [B] Jump-kick
- [START] PAUSE
- [SELECT] NOTHING

RACING

asten your seat belt, slam your car into gear, and prepare for one of the fastest and slickest racing games there is.

With the choice of four high-speed, high-performance cars, each with their own good and bad points, it has a realistic feel. To increase the challenge you have to compete in a variety of cities in eight different locations — USA, South America, Japan, Germany, Scandinavia, France, Italy, and the United Kingdom.



In each country you must qualify to fifth place or higher to move on to the next stage. The racetracks vary dramatically: some have very few hairpin bends and others are nothing but screeching twists and turns.

To help you speed your way through each stage you are given three nitros. These will give you a sudden boost of speed, ideal for those long straights or for overtaking. As these are limited, it's best to save them for later laps as you'll probably get overtaken towards the end.

At the start you're given an options screen that allows you to alter bits and pieces to suit your particular skills. The two-player game is great fun.

You can select your skill level: amateur, professional, or championship. Be warned – the championship level is tough. After you've completed a country you're given a password. There's also an option to monitor your speed in miles or kilometers per hour.



Car Trouble

You have four cars to choose from, each with its own characteristics.



RED CAR

Maximum Speed 235 kph 0 to 100 6.1 sec. Tyre Grip Low Fuel Consumption High



PURPLE CAR

Maximum Speed 220 kph 0 to 100 5.2 sec. Tyre Grip Low Fuel Consumption Mid



BLUE CAR

Maximum Speed 220 kph 0 to 100 4.5 sec.
Tyre Grip Mid Fuel Consumption Mid



WHITE CAR

Maximum Speed 210 kph 0 to 100 3.6 sec. Tyre Grip High Fuel Consumption Low



The most efficient car is the white one. Even though it's not the fastest, it's the most reliable on the road and takes corners well.

The fastest is the red one, but you do have a price to pay for the speed. The red car's fuel consumption is high, which means it has to stop at the pits more often than other cars. The other drawback is that the red car is not particularly good at holding the road, so you'll have to slow down to take the corners well.

It's the Pits!

On certain stages in each country, there are pit-stops to refuel at. These usually appear on races which involve long tracks with six or more laps.

On the USA level, if you drive the white car you'll not need to refuel at the pits on the final stage in San Francisco. If you're driving any other car, there's a good chance that you'll need

to stop on about the fifth or sixth lap.
You'll be warned when your fuel is low but
always keep an eye on the meter on the
right-hand side of the screen; you can
usually judge the distance by the amount of

fuel you've got left in the tank, although it takes a bit of practice to master this.





Bad Signs

When racing at high speed around each course it's important to watch out when approaching corners as there are usually signs or trees on the edge of the track. If you bash into one of these it could ruin your chances in the game. And when approaching pit-stops, even if you're not entering them, slow down or keep to the opposite side, because the edges are marked with oil drums that could cause you to lose a good position.

The Highway Code

To help you get back to a level you were playing try some of these codes for each skill level.

NOTE: THESE ONLY WORK ON A BRITISH MACHINE

	Amateur	Professional	Championship
South America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEARBOX	LEGEND	OILCLOTH
Germany	CARPARK	THEWORLD	WRECKAGE
Scandinavia	ROADHOG	LETSRACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	ALOOPER	GLUCAGON
United Kingdom	HORIZONS	SEASONAL	KEELSON

Code cracking

Action Replay

7E1E6C03 Infinite nitros for player 1 7E1E6E03 Infinite nitros for player 2

Game Genie

672A-0D04 Start with 1 /2 fuel for both players 5A2A-0D04 Start with 3 /4 fuel for both players

Joypad controls



- [L] NOTHING
- [R] NOTHING
- [X] Accelerate
- [A] Activate nitros
- [Y] NOTHING
- [B] NOTHING
- [START] PAUSE
- [SELECT] NOTHING

BEAT 'EM UP

000

his is the first game from those heroes in a half shell on the SNES and it's almost identical to the brilliant Turtles in Time coin-op. The only thing missing is the simultaneous four-player action – but you can't have everything.

Shredder has been up to his tricks again and has stolen the Statue of Liberty – in broad daylight! Of course the Turtles aren't going to stand for this and leap into action to right wrongs and give the evil geezer a good kick up the butt.

There are three skill levels to select and each turtle can have three, five or seven lives. A one-player game is great fun but with a friend the adventure becomes two-player simultaneous, with one having to wait for the other to catch up before the bashing can continue.

The ten levels are packed with Shredder's minions and plenty of power-ups. Each turtle has a different weapon to slash and bash with: sai, bo, nunchuckas or sword. But why is the game called Turtles in Time? Well, after they've battled through the streets, surfed down the sewers and defeated Shredder, he sends the turtles back in time to 2,500,000 BC! There's also an AD 1530 galleon and an 1885 steam train to visit before blasting into the future.

- Don't pick up the berserker power-up when there are no enemies on the screen.
 The turtle will just spin around frantically and hit absolutely nothing.
- To scrap with just the end bosses press Up, Up, Up, Down, Down, Down, B, A, and B on the title screen with controller two.
- To select the stage press Left, Right, Left, Right, L, and R with controller two on the title screen.
- To simply see the end credits roll press X, Y, B, Up, Left, Down, Right, R, and L on the title screen.
- With controller two press Up, Up, Down, Down, L, R, B, and A. Then on the option screen you can increase your lives to ten with controller one.
- Pizza power-ups give extra energy. Gobble them up!

BOSS 3 - Rat King

It's a pity the turtles don't carry a little rat poison for this menace. He rides a scooter and uses spiky balls to knock off the turtles' energy points. Stay near to the front of his scooter for a relatively safe attacking position. Rapidly attack him and he'll soon be put to rest.



BOSS 4 - Shredder

With quick attacks you will defeat the mid-level bosses Tokka and Rahzar, who use ice and fire, and come to Shredder himself. He will be in a machine and try to attack you. To stop his game, stun an enemy by hitting them once, then throw them at Shredder and the machine. Some of the soldiers will try to block your attacks, but keep at them.





BOSS 5 - Slash

With his long, sharp sword he will do spin attacks and try to slice up the turtles. Quickly move out of the way when he moves. To kill him off you must rapidly attack when he's about to land after his spin. With two players he is soon sent on his merry way.





BOSS 6 - Bebop and Rocksteady

One carries a sword and the other a whip. Attack Bebop first as he hardly moves around at all. Rocksteady, on the other hand, will constantly attack with his sword. Jump out of the way of his lunges and splatter him when he withdraws his sword.

BOSS 7 — Leatherhead

This mad crocodile has a wicked tail that will knock the turtles flying if they go too close. Use jump kicks from a distance to knock a few energy points off him. There is a pizza in this screen for extra energy, but don't use it until you are in desperate need or you'll waste the bonus. You can't hit him when he's on his knees, so stay clear.

BOSS 8 - Krang

This is one tough cookie. He flies by, then lands with a wicked punch in store for the turtles. He will spit bombs into the air that will land in a set pattern across the screen. Watch the pattern and jump and move about to avoid them. Use more rapid attacks to shut him up.





BOSS 9 - Krang (again!)

The dude's back, this time in a flying saucer with more tricks. Shredder will watch from a TV monitor in the background. Again it's best to use rapid jump kicks. Later in the battle he will use robot walkers which he drops from the UFO. Also watch out for his nasty bubble cannon.



BOSS 10 — Super Shredder

This boss is back in town and he's not very happy! He has a whopping amount of energy, but luckily if you die and use a continue you won't have to start the battle all over again. Two players will have a better chance of killing him as he teleports from one side of the screen to

the other in a flash. He'll use laser, ice, and fire weapons in a random order, so it's impossible to attack him without losing some energy. Complete

this in hard mode and there is one wicked end sequence to sit back and enjoy.

Code cracking Action Replay

7E1AA00X Will give player 1 X amount of lives 7E1AE00X Will give player 2 X amount of lives

7E044A50 Player 1 will get health restored when switch is enabled 7E04BA50 Player 2 will get health restored when switch is enabled 7E00820X Start from any level. Use 0 in place of X for level 1, 1 for 2 etc.

Game Genie

892F-0DD7 Protection against most attacks

DDAC-6F67 Infinite lives BB28-67D9 Start with 100 lives

Joypad controls



[L] — NOTHING

[R] — NOTHING

[X] — NOTHING

[A] — NOTHING

[Y] — Fire

[B] — Jump

[START] — PAUSE

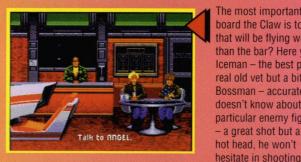
[SELECT] — NOTHING

ADVENTURE

n the far distant future the human race pushed the boundaries of exploration to the farthest reaches of the galaxy. In their rush to seek out strange new worlds and civilizations, they made contact with a strange alien race – the Kilrathi. Confronted with a culture diametrically opposed to theirs, the humans did what came naturally – they declared war.

We Come In Peace - Shoot To Kill

The war against the Kilrathi has been raging for years, and it looks as if the fighting will never come to an end. You come into the fray – a green rookie, fresh from the elite ranks of the Space Academy, and are posted to the Tiger's Claw, a space carrier manned by the cream of the allied fighter wings. You must fly many inter-linked missions in order to rise through the ranks to control your own wing and defeat the Kilrathi wherever you find them.



The most important thing to do when you first board the Claw is to get to know the people that will be flying with you, and where better than the bar? Here you meet the likes of Iceman – the best pilot on the Claw; Paladin – a real old vet but a bit gun-shy these days; Bossman – accurate and fast; Angel – what she doesn't know about what it takes to down a particular enemy fighter isn't worth knowing; Maniac – a great shot but a

through you to get at the bad guys; Knight – always slow to engage the enemy, this guy is a waste of space; Spirit – average in all respects; and Hunter – determined, but easily outfoxed by the Kilrathi.

Another vital thing to do is to get some simulated combat practice against the Kilrathi – to do this just use the arcade-type training machine to engage all sorts of foes.



Your Ships

Apart from the Mother ship that you may meet at the end, there are four types of Confederation craft that you'll encounter, ranging from the useful to the ultimate in fighters!

The Hornet is very fast and maneuverable but the weapons it carries aren't very powerful.

The Scimitar sports some weak firepower and is slower than the Hornet due to its weight. On a good note, the Scimitar has front-

firing lasers which take out incoming enemies quicker. The Raptor also boasts front-firing cannons along with other impressive armaments. Unfortunately, this takes its toll and the Raptor suffers in speed as a result.

The Rapier is quick and maneuverable, but with vulnerable shields.



The Enemies

There are five sorts of Kilrathi craft, each with varied strengths and weaknesses.

The easiest type to pick out of the skies are Drathi; their

low shields make them easy to destroy even in large numbers.

Krant are a lot better at warfare, and require several laser blasts and missile shots.

The shields on the side are the best areas to blast on the Jalthi, and the sooner they're dead the better.

Miss the opportunity to kill them and you'll feel the effects.

Fast and very deadly is the best way to describe Gratha. Three of these bombers will sweep in and blitz Confederation bases while another two will try and distract you. Wait for them to turn while they're bombing and shoot them for all you're worth.







System Guide Envo System

This is a simple patrol mission except for a few waves of enemy craft, but because they approach from the front you'll have few problems. The second mission is a basic escort duty. Pick up the transport and watch for the barrage of asteroids - take it slowly



McAuliffe System

Paladin becomes a wing man, so be careful not to upset him. Make sure you complete this section, otherwise you'll be whisked off to the Brimstone. Take it slowly through the minefields. While on the interception mission, you'll first come across three Drathi who are fairly easy, but these are followed by two Krant who are very tough!



Gimle System

The Salthi here are best destroyed by zooming at them and rolling out a flash of fire. Don't waste too many retros, though; let the enemy hunt you!

Dakota System

This system involves completing a simple set of escort missions, with the second setting you against large Kilrathi base ships. Talk to the crew as much as possible. The final mission in this system is teeming with Kilrathi ships, so it's do or die. If all three tasks are completed, you'll be promoted to Major





Kurasama System

Keep up with the boss and you should miss all incoming fire; lag behind and you'll feel the Kilrathi fury. Again, there's a nasty asteroid field to pilot through, while fighting enemy ships - hard! The best tactic to adopt in the second mission is to select Nav 2 and fly there first before locking on the Exeter, thus avoiding the mines, and if you want to improve your aim there's a multitude of Drathi awaiting disposal.

Code cracking

JQCCMCBLOW McAuliffe **JHCYFKXCHH XGDHFVWCRC** JRNFT1WLCH Gateway 1GBBMGLBLW JQBVCJLCMO 1RFKMFTL7C Port Headland Brimstone JGFHCGLB8H Hubble Apocalypse SQGKPCSFOC

Venice System

Read your co-pilot's data before heading into this level; a crazy man is hardly the best ally when in an asteroid field! The last mission is the final encounter. Go full force into the Frathi and waste as many as you can; just zip to Nav 2 quick or you'll soon get a vicious surprise. The last base is surprisingly easy to finish; just blast the side away from the huge cannons.



Secret Menu

To get a special options screen press B, A, B, Y, B, Y, L, A, R, A, and Start, while on the play select screen. Select what you want and the entire game will become incredibly easier.

Joypad controls

Up Move up SUPER NINTENDO Left - Move left Right - Move right SELECT START Move down

- [L] User redefinable
- [R] User redefinable
- [X] User redefinable
- [A] User redefinable
- [Y] User redefinable
- [B] User redefinable
- [START] PAUSE
- [SELECT] NOTHING

SPORT

t's much more skilful than boxing and much tougher than yoga; it can only be wrestling or should I say WWF – a right Royal Rumble.

Those who got stuck into the last WWF challenge and loved every minute are going to go ape over WWF Royal Rumble – the follow-up which is tougher and more skill-oriented.

This time, all the SNES's six buttons have been used to give the facility to try out a whole new range of rough and tumbling moves.

By pressing buttons repeatedly you can perform various bone-jarring throws, depending on where you stand by your opponent. When you are not close, it's possible to perform drop kicks, punches, or even the famous clothes line that takes a bit of practice to pull off successfully. If your adversary is at the other side of the ring, as in the first game, it's possible to do a variety of running jumps that should render him unconscious for a while. Care is needed when performing these moves; remember that your opponent isn't exactly helpless, he certainly has a few moves of his own ready for you.

A welcome addition to the game is the tournament. This allows you to choose one of the twelve players and take on the remaining eleven. If you manage to defeat these trouble stirrers you'll be crowned king of WWF! The other addition to Royal Rumble is the free-for-all match. Starting off with two players in the ring, every ten seconds another player leaps in to make things more interesting. Opponents are eliminated by throwing them out over the ropes.

Like the first game, each of the twelve players has their own strengths at certain moves. Randy Savage, for example, can perform flying elbow kicks as his special move which involve something that looks pretty painful with his elbow while jumping

at the other guy!

The Lads



MR PERFECT

Height: 6ft 5in Weight: 505 lbs Special Move: Banzal drop



YOKOZUMA

Height: 6ft 5in
Weight: 505 lbs
Special Move: Banzal drop



BRET 'HIT MAN' HART

Height: 6ft
Weight: 234 lbs
Special Move: Sharp shooter



SHAWN MICHAELS

Height: 6ft
Weight: 234 lbs
Special Move: Back suplex



THE UNDERTAKER

Height: 6ft
Weight: 234 lbs
Special Move: Back suplex



NARCISSIST

Height: 6ft 6in Weight: 275 lbs

Special Move: Running shoulder-butt



RAZOR RAMON

Height: 6ft 7in
Weight: 287 lbs
Special Move: Razor's edge



TED DIBIASE

Height: 6ft 3in Weight: 256 lbs

Special Move: Million dollar dream

RANDY SAVAGE

Height: 6ft 2in Weight: 237 lbs

Special Move: Flying elbow smash



TATANKA

Height: 5ft 11in Weight: 255 lbs

Special Move: Reverse fall-away slam



CRUSH

Height: 6ft 8in Weight: 315 lbs Special Move: Head crush



RIC FLAIR

Height: 5ft 11in Weight: 239 lbs

Special Move: Figure four leglock



ONE-ON-ONE

This is self-explanatory: two players wrestle one another in a ring. The object of this match is to pin down the opposing wrestler for three counts from the referee. At the beginning this is quite hard, but as the energy is slowly drained from the other wrestler it becomes easier to do. The energy of each player is indicated at the top and bottom of the screen.









TAG TEAM

Here's a much more interesting variation. The rules are similar to those of the one-on-one match. This time two wrestlers are picked by each player; they wrestle as usual, but if one player feels his wrestler is drained he can swap to the second wrestler until one team has been defeated.

BRAWL

This is either one-on-one or tag team but to make it more interesting it's without a referee which means anything goes! There are no rules, no disqualifications, just lots of violence between each wrestler. Life gets particularly interesting when you take part in a tag team.

TOURNAMENT

In the tournament mode you can only compete against the computer. The object is to manage to get your wrestler to defeat the other eleven opponents in either a brawl or a one-fall match. On a tag team a duo must defeat five teams which are picked randomly by the computer.







ROYAL RUMBLE

The most gruelling match for any wrestler. It begins with two wrestlers in the ring, then at certain intervals other wrestlers enter until there are six men in all. When one wrestler is eliminated, the next in line is brought into the match. The last remaining wrestler is the winner.

Joypad controls

Depending on where you are during the fight, some buttons will perform slight variations in moves.



- [L] Automatic drop
- [R] Back breaker
- [X] Suplex
- [A] Head butt
- [Y] Push onto ropes
- [B] Body slam

[START] — PAUSE

[SELECT] — NOTHING



IFTY TIPS FOR THE BEST OF THE REST ...

SUPER R-TYPE

Try this handy cheat for a level select. On the title screen press Right, then Up nine times, and then Start. During the game, press Pause and then Right, A, and Start, all at the same time. The level number appears in the bottom left corner of the screen. Simply choose the level you want to begin on and press Start. This is guite a tough game, so have a good practice session first.

ULTRAMAN

Here's a handy players' guide to this futuristic beat-'em-up.

Stage 1: Gudis

Do an ultra-high jump, then press A to drop on your opponent; repeat this devastating combo, or get in close for an ultra-kick.

Stage 2: Bogun

Use the ultra-jump and kick combo as before. Pretty soon he'll be wishing he never met you!

Stage 3 and 4: Degola and Barrangas

These guys are pretty similar in their attack methods. Use the same combo again. When Degola does his rolling attack do an ultra-spin kick.

Stage 5: Gudis II

Do two ultra-high jumps and then A twice to make him see stars. While he's recovering, follow up with an ultra-kick.

Stage 6: Zebokton

When he charges at you, use an ultra-kick to catch him off guard. Move towards him and use an ultra-high kick, A, and then retreat. Repeat this slow but steady process, keeping a careful eye out for his charge attack.

Stage 7: Majoba

Whatever you do, don't use the ultra-high kick – you'll be dead before you know it! Wait until he jumps over you, then turn around, and kick him where it hurts!

Stage 8: Kodalar

Stay close to him, jumping to avoid his fire. Persevere with the trusty ultra-high jump attack until he crumbles before you!

Stage 9: Kilazee

Attack this evil dude in a similar way to Majoba. Let him come to you; when he's within range, give him an ultra-kick where it counts. Use the ultra-backflip to dodge fire. Continue this process, making sure you don't use the ultra-high jump attack.

If you come close to dying, use your L4 burning plasma to take loads of energy off your opponent. This works especially well on Zebokon, Majoba, and Kilazee. To enter an option mode, press and hold Select on the title screen. Good luck; the rest is up to you!

EXHAUST HEAT II

This screaming hot F1 racer comes packed with handy cheats. Grab joypad two, and in the short time the Notice screen is showing, press the following buttons for these codes.

Rank Select

If you can't be bothered to fight your way up from Class C to F1, try this cheat and pick up any rank and machine: Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A, A, After selecting your machine, you can even save at the menu screen so you can start playing with F1 aces in a top-class machine from the start.

F1 Course Select

For this trick you have to have F1 data saved. Just use the cheat above, reset the machine and, while the Notice screen is up, press A four times and B fourteen times.

Shoot for individual course time records!: Up, X, Right, Y, Down, B, Left, A, and A. You get the choice of any machine.

Sound Test Mode

Check out the cool sounds and tunes with this cheat: L, R, L, R, L, R, L, R, L, R, L, R, and R.

Extra Shooter Game

If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just press Y four times and X twice.

Rotten Wall Game

Here's another diverting classic! Key in X four times and Y twice for a Pong-style two- or four-player battle with breakable blocks à la Breakout. Just keep hitting the ball back at the wall for mega points.

BATMAN RETURNS

If Cat Woman, The Penguin, and the Circus Gang have you at their mercy, you can increase Batman's chances by giving him nine lives. Just press in the Konami cheat at the Option Menu on joypad two: Up, Up, Down, Down, Left, Right, Left, Right, B, and A.

SUPER BATTLETANK

Fire your gun at any target and, as soon as the target flashes, press Start and Pause. The target continues to flash. Pretty soon you're able to destroy anything with one shot from your gun.

ROBOCOP 3

To top up your power supply in the middle of a level, press Start, then press Select three times. This should give you a full power supply – useful for defeating the tougher enemies.

POPULOUS

To get full power, press A then B, hold Left and press Right, press A, B, X in that order and hit Select.

FINAL FIGHT

To get a hidden options screen with difficulty select and sound test, hold down L and R and press Start. Now go to exit and press B for the options to take effect.

There's another hidden options screen if you hold down L as you press Start on the title screen.

SUPER SOCCER

For those having difficulty scoring goals against Ireland (the team with the best goalkeeper), dribble the ball about one inch down the edge of the six-yard box and shoot with A. Use your number ten for best effect. This method works against the Nintendo teams but you have to beat the last defender, otherwise he saves the ball on the line.

To swerve penalties so they're almost impossible to save, hold down L and R and then, as you kick hold down after-touch as you approach your penalty.

To choose the Nintendo all-star team select a two-player exhibition game and let player one choose his team first. Player two selects any team, so if you hold down B and Start he automatically becomes the Nintendo team!

In a penalty shoot-out, when it's the computer's turn to strike, press Pause. This allows you time to see where the ball is going, helping you direct the goalkeeper in the same direction.

PUSH-OVER

The following codes are for all 100 levels on this hair-pulling little puzzler. This should help you reach that elusive end screen.

* = Captain Rat's cash

- Vapiai	ii nat 5 cas	п	
00512	11782	21534	21631
01536	11270	23582	*22143
01024	09222	24094	21247
03072	*0973	2423070	20735
03584	08718	*22558	28927
02560	08206	18494	29439
02048	24590	19006	30463
06144	25102	20030	29951
06656	26126	19518	31999
07680	25614	17470	32511
*07168	27662	17982	31487
05122	28174	*16958	30975
05634	27150	16510	*26879
04610	26638	16511	27647
04098	30734	17023	28671
12290	31246	18047	28159
12802	32270	17535	26111
13826	*31758	19583	26623
13314	29726	20095	25599
*15362	30238	19071	25087
15878	29214	18559	08703
14854	28702	22655	09215
14342	20510	213167	10239
10246	21022	24191	*09727
10758	22046	23679	44543

SHY MISSION

If you've a passion for shooting Germans in flimsy planes or you love to blow them up while they're having a quiet cup of tea in their trench, then try these passwords and tips, and take to the sky.

Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military medal)
G!YDZh!PC!!n!4G
hBWOJHj3BH!Q (Croix de querre)

Last few codes

BwMIBk

mKCBw!G (Last Red Baron Level)

Flying tips

When following a particularly tricky foe, hold down B to slow down (or release to speed up) and turn vertically. This makes it easy to stay on their tail without running into them.

Bombing missions

On the bombing missions, it's best to keep at high altitudes until you reach the target, then hold B to slow down, giving you enough time to bomb the rotters back to where they came from.

Strafing

It is usually best to slow down and climb to a steady height. When you see the target, swoop down on it. To avoid the flak, move your plane up and down.

FI EXHAUST HEAT

For extra cash, go to the select player screen and enter "SETAUSA". This gives you \$10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!

RANMA 1/2

In two-player VS mode you can access any character, even Happosai, a wrinkled old geezer who's harder than nails. Choose VS mode, then any two characters. At the Stage Select Menu press R, X, and A together. The Debug Menu comes up and you can freely choose characters.

SPANKY'S QUEST

Use these passwords to reach the higher levels in this fun monkey-jumping game!

Level	Password		
1-1	000		
2-1	732		
3-1	354		
4-1	116		
5-1	988		
6-1	470		

JAKI CRUSH

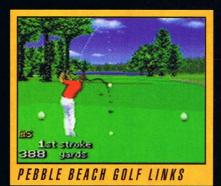
Here's a decent password. Just type in a row of fives (5555 ...) and start the game. You'll start with over 840 million points and a whole bunch of balls. (The on-screen ball count shows 21, but there are actually 33 – the game counts in hexadecimals.) Other great passwords include "44444444", "66666666C", "8888888S", "CCCCCCCCS" and "KKKKKKKS". Check 'em out!



IRNES James









Uncover the secrets of sixty Super Nintendo games!

Attention all game fiends! This unofficial tips book will bust open 60 of the latest and greatest Super Nintendo™ titles in scorching FULL COLOUR! You want mega points? Extra lives? Special FX? Unlimited energy? You got it! Every page is crammed with hints, cheats and solutions to the tricky sections of the most popular games. Over 500 screen shots, including the latest multi-image, level-at-a-glance panoramas, have been used to illustrate how to vanguish end-of-level bosses and smash through to higher levels.

Too cool to fool ... too legit to quit

The Super NES™ Games Power Tips Book is packed with sizzling hot cheats and top secret codes for everything from infinite lives to super power jumps for your favourite video game characters. Plus advice on how to get the best out of Action Replay and Game Genie game enhancement devices. You won't believe this much fun can still be legal!

All the top titles in each game category are here

Now you will be able to reach the end ... F

The Addams Family,

Bart's Nightmare, The Blues Brothers, Chuck Rock, Desert Strike, Dragon's Lair, Joe & Mac Caveman Ninja, John Madden Football '93, Krusty's Super Fun House, Lemmings, Pebble Beach Golf Links, Sim

City™, Starwing™, Street Fighter II, Striker, Super Ghouls 'n' Ghosts, Super James Pond, Super Mario Kart™, Super Star Wars and many, many more.

